

ALTERNITY[®]


Science Fiction Roleplaying Game

Campaign Kit



by David Eckelberry

Situation Die Steps

Dice to Roll	Situation Die		Situation Description	Modifier
 - 	-d20	B O N U S E S	No Sweat	-5 steps
 - 	-d12		Cakewalk	-4 steps
 - 	-d8		Extremely Easy	-3 steps
 - 	-d6		Very Easy	-2 steps
 - 	-d4		Easy	-1 step
 +	+d0		Average	None
 + 	+d4	P E N A L T I E S	Tough	+1 step
 + 	+d6		Hard	+2 steps
 + 	+d8		Challenging	+3 steps
 + 	+d12		Formidable	+4 steps
 + 	+d20		Grueling	+5 steps
 +  + 	+2d20		Gargantuan	+6 steps
 +  +  + 	+3d20		Nearly Impossible	+7 steps

Dice

d20



d12



d8



d6



d4



BASE SITUATION DICE

Type of Action	Base Die	Score Used
Feat	+d4	Ability
Untrained	+d4	½ Ability
Broad Skill	+d4	Ability
Specialty	+d0	Ability + Rank

COMPLEX SKILL CHECKS

Conditions	Modifier
Critical (worst)	+4 steps
Extreme	+3 steps
Moderate	+2 steps
Slight	+1 step
Marginal	None
Ordinary	-1 step
Good	-2 step
Amazing (best)	-3 steps

Complexity	Successes Required
Marginal	2
Ordinary	3 or 4*
Good	5 to 7*
Amazing	8 to 10*

*Specific number decided by the Gamemaster.

Interaction Situation Modifiers

Target is different species	+2
Target is different culture	+2
Target's/hero's relationship:	
Strangers	+1
Known to each other	0
Acquainted	-1
For the <i>bargain</i> skill only:	
Opponent has no ranks in <i>bargain</i>	-2
Opponent has ranks in <i>bargain</i>	0
Supply is low	+2
Supply is moderate	0
Supply is high	-1
Demand is low	-2
Demand is moderate	0
Demand is high	+2

SKILLS & RESISTANCE MODIFIERS

Acting Character's Skill	Resisting Ability
Deception	Intelligence
Entertainment	Intelligence or Will
Heavy Weapons	Dexterity
Interaction	Will
Leadership	Will
Melee Weapons	Strength
Modern Ranged Weapons	Dexterity
Primitive Ranged Weapons	Dexterity
Psionic Skills	Will
Stealth	Will
Street Smart	Intelligence or Will
Unarmed Attack	Strength

Medical Science Situation Modifiers

Patient is a member of an alien species	+3
Patient is same species	0
Combat conditions	+2
Patient knocked out	+1
Patient dazed*	+1
Patient has mortal damage, per point	+1
No medical treatment items being used	+3
First aid kit being used	0
Trauma pack being used	-1
Marginal disease	-1
Ordinary disease	0
Good disease	+1
Amazing disease	+2

IMPACT DAMAGE

Check Result	Ex	S	M	L	T
Crit. Failure	d6w	d6+2w	d6+2m	d8+4m	d12+8m
Failure	d4w	d4+2w	d4+2m	d8+2m	d12+6m
Ordinary	d6s	d4w	d4+1m	d6+2m	d8+6m
Good	d4s	d4+2s	d8+2w	d4+2m	d6+4m
Amazing	—	d4-2s	d6+2w	d8+4w	d12+6w

Investigate Situation Modifiers

Using just the broad skill	+1
Fast investigation (1 time unit)	+3
Moderate investigation (2-3 time units)	+1
Careful investigation (4+ time units)	-2
Fresh investigation site	-2
Recent investigation site	0
Cold investigation site	+2
Old investigation site	+4
Hero has a related skill . . .	
at rank 1-4	-1
at rank 5-8	-2
at rank 9-12	-3
Hidden or concealed clue	+3
Small clue	+3
Large clue	-1
Hero knows what he's looking for	-1
Tracking a single target	0
Tracking a group of characters/creatures	-2
Tracking on soft ground	-1
Tracking on hard ground	+1
Tracking in urban setting	+3

OVERLAND MOVEMENT & FATIGUE CHECKS

Mode of Travel	Kilometers per Hour	Hours per Fatigue Check
Stroll	4	3
March	6	2
Forced march	8	1

Technical Science Situation Modifiers

No tools	+3
Minimal tools	0
Standard toolkit	-1
Specialized toolkit	-2
Darkness	+3
Marginal illumination	+1
Ordinary illumination	0
Good illumination	-1
No deadline	-2
Reasonable deadline	0
Tight deadline	+1
Unreasonable deadline	+3

BUYING & SELLING

Skill Result	Buying	Selling
Critical Failure	100% + (d20 × 10%) of cost	100% - (d8 × 10%) of cost
Marginal	100% + (d4 × 10%) of cost	100% - (d4 × 10%) of cost
Ordinary	100% - (d8 × 1%) of cost	100% + (d8 × 1%) cost
Good	100% - (d20 × 1%) of cost	100% + (d20 × 1%) of cost
Amazing	100% - (d4 × 10%) of cost	100% + (d4 × 10%) of cost

Modifiers to Unarmed and Melee Attacks

Situation	Modifier
Attacker	
Rear attack	-2
Flank attack	-1
Off-balance	+2
Higher ground	-1
Overbearing attack	+1
Prone	+2
Running	+2
Sprinting	+3
Wounded	varies
Target	
Prone	-2
Sitting/kneeling	-1
Resistance modifier	varies
Parries or dodges	varies
Illumination	
Twilight/poor visibility	+1
Moonlight	+2
Total Darkness	+3

ENCUMBRANCE

Load	Move	Penalty
STR×2	100%	0
STR×4	75%	+1
STR×5	50%	+2
STR×6	25%	+3

COMBAT MOVEMENT EFFECTS

Type of Move	Restrictions & Penalties
All-out	No actions
Sprint	+3 steps
Run	+2 steps
Walk	No penalty
Easy Swim	+2 steps
Swim	No actions
Glide	+1 step
Fly	+2 steps

Modifiers for Ranged Weapons

Situation	Modifier
Attacker	
Rear attack	-2
Flank attack	-1
Off-balance	+2
Higher ground	-1
Prone	+2
Running	+2
Sprinting	+3
Wounded	varies
Target	
Prone	+2
Sitting/kneeling	+1
Resistance modifier	varies
Dodges	varies
Cover	
Light	+1
Medium	+2
Heavy	+3
Illumination	
Twilight/poor visibility	+1
Moonlight	+2
Total Darkness	+3
Weapon Mode	
Fire	0
Burst	-1
Autofire	+1/+2/+3
Primitive*	
Short	-1
Medium	+1
Long	+2
Pistol or SMG	
Short	-1
Medium	+1
Long	+3
Rifle or	
Heavy weapon (direct)	
Within melee range	+1
Short	-1
Medium	0
Long	+1
Heavy weapon (indirect)	
Within melee range	+4
Short	+2
Medium	-2
Long	0

* Bow, crossbow, or sling only; flintlocks use rifle or pistol as appropriate

ACCURACY BY RANGE*

Distance from Target

Skill Check Result	Short	Medium	Long
Critical Failure	4 m	8 m	12 m
Failure	2 m	4 m	6 m
Ordinary	on target	2 m	4 m
Good	on target	on target	2 m
Amazing	always on target		

* For thrown objects or indirect fire weapons

THROW SITUATION MODIFIERS

Type of Object	Short	Medium	Long
Designed for throwing	-1	+1	+2
Not for throwing	+1	+2	+3
Heavy	+4	—	—

TERRAIN IN COMBAT

Terrain	Movement Effect	Example
Smooth	none	firm sand, earth, light brush
Varied	½	knee-deep water, loose sand, jungle, moving uphill
Rugged	¼	waist-deep water, deep snow or mud, thick jungle, steep slope

Vehicle & Spaceship Operation Modifiers

Clear conditions	-2
Routine conditions	0
Crowded conditions	+1
Hazardous conditions	+2
Traveling faster than cruising speed	+1
Traveling at max speed (vehicles only)	+3
Moderate maneuver (if no other penalties)	+1
Extreme maneuver (if no other penalties)	+3
Pilot attempting second action (such as firing)	+2
Major spin (spaceships only)	+4
Spin or spin out	+2
Skid or yaw	+1
Copilot assist	+1 to -3
Damage (vehicles only):	
Stuns more than half	+1
Wounds more than half	+1
Mortal, per point	+1

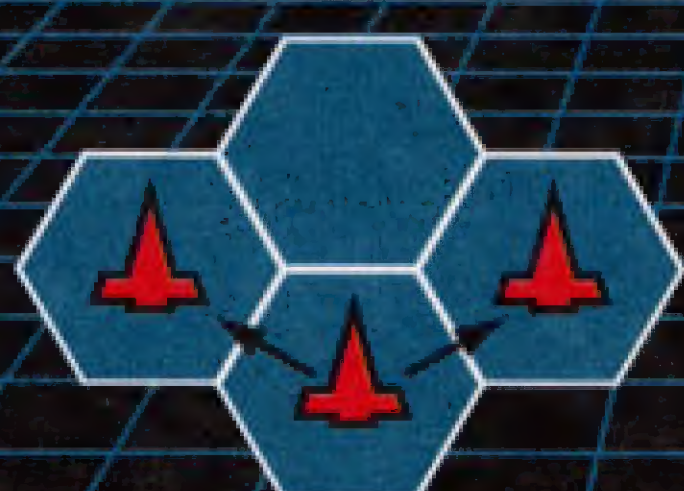
Vehicle & Spaceship Attack Modifiers

Situation	Modifier	Situation	Modifier
Conditions/Cover		Heavy weapon	+1
Hazardous/heavy cover	+3	Add weapon's normal range modifier (vehicles only)	
Crowded/medium cover	+2	Attacker is piloting and making a Moderate or Extreme maneuver	+2
Normal/light cover	+1	Target vehicle's or ship's maneuver in current phase	
Clear/no cover	0	Out of control	-2
Energy weapon		None	-1
Short range	-1	Routine	0
Medium range	0	Moderate	+1
Long range	+1	Extreme	+3
Guided weapon		Target motion	
Short range	0	motionless	-1
Medium range	-1	at or near max speed (vehicles only)	+2
Long range	0	exceeds cruising speed (spaceships only)	+2
Projectile weapon			
Short range	-1		
Medium range	+1		
Long range	+2		
Personal weapon	+1		
Add weapon's normal range modifier (vehicles only)			

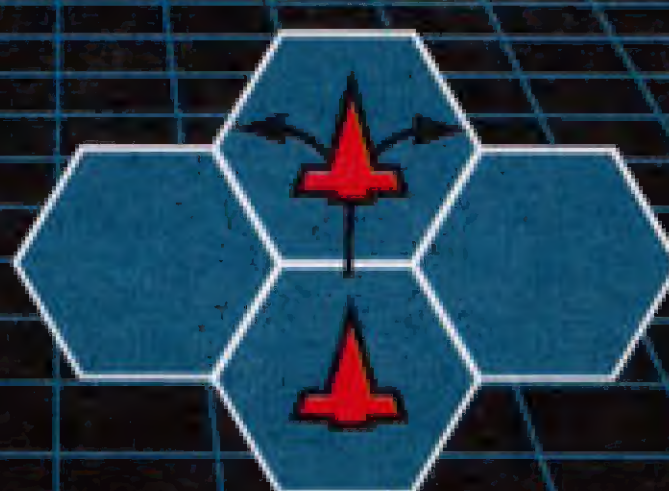
Bank/Weave



Roll/Drift



Turn



1/2 Loop



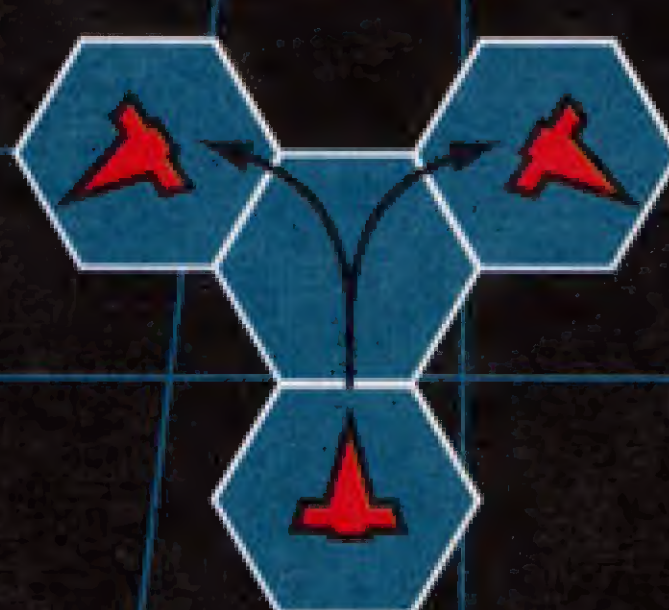
Long Roll



Hard Bank



Tight Turn



Hard Skid



Loop and Turn



Vehicle Maneuvers

MELEE WEAPONS

Weapon	Skill	Acc	Range	Type	Damage (0/G/A)
Progress Level 0: Stone Age					
Club	Melee-bludgeon	0	Personal	LI/0	d4+1s/d4w/d4+1w
Dagger	Melee-blade	0	Personal*	LI/0	d4w/d4w+1/d4+2w
Quarterstaff	Melee-bludgeon	-1	Personal	LI/0	d4+1s/d4+3s/d6w
Spear	Melee-blade	0	Personal*	LI/0	d4w/d4+2w/d4m
Unarmed	Unarmed Attack	0	Personal	LI/0	d4s/d4+1s/d4+2s
Progress Level 1: Bronze/Iron Age					
Gauntlet	Unarmed Attack	0	Personal	LI/0	d4+1s/d4+2s/d4-1w
Hand ax	Melee-blade	0	Personal*	LI/0	d4+1w/d4+2w/d4+3w
Mace	Melee-bludgeon	0	Personal	LI/0	d6+1s/d4+1w/d6+1w
Short sword	Melee-blade	0	Personal	LI/0	d4w/d6w/d6+2w
Progress Level 2: Middle Ages					
Broad sword	Melee-blade	0	Personal	LI/0	d4+2w/d6+2w/d4m
Flail	Melee-bludgeon	+1	Personal	LI/0	d6+2s/d4+2w/d6+2w
Great ax	Melee-blade	+1	Personal	LI/0	d6+1w/d6+2w/d4+1m
Nunchaku	Melee-bludgeon	0	Personal	LI/0	d6s/d6+2s/d8+3s
Polearm	Melee-blade	+1	Personal	LI/0	d6+1w/d4+3w/d4+1m
Progress Level 3: Age of Reason					
Cutlass	Melee-blade	+1	Personal	LI/0	d4+1w/d6+1w/d6+3w
Katana	Melee-blade	-1	Personal	LI/0	d4+2w/d6+2w/d4+1m
Rapier	Melee-blade	-1	Personal	LI/0	d4w/d4+1w/d4+2w
Saber	Melee-blade	0	Personal	LI/0	d4w/d4+2w/2d4+1w
Progress Level 4: Industrial Age					
Bayonet	Melee-blade	+1	Personal	LI/0	d4w/d4+2w/d4m
Progress Level 5: Information Age					
Combat knife	Melee-blade	0	Personal*	LI/0	d4+1w/d4+2w/d4+3w
Stun baton	Melee-powered	0	Personal	En/0	d4+1s/d4+3s/d6+4s
Progress Level 6: Fusion Age					
Chainsword	Melee-powered	+1	Personal	LI/0	d8+1w/d8+2w/d4+1m
Pulse baton	Melee-powered	0	Personal	En/0	d8s/d4+2w/d6+2w
Progress Level 7: Gravity Age					
Gravmace	Melee-powered	0	Personal	LI/0	d8+2s/d6+2w/d8+2w
Power Cestus	Unarmed-brawl	0	Personal	LI/0	d4+2s/d4w/d4+1w
Progress Level 8: Energy Age					
Star sword	Melee—powered	0	Personal	En/G	d6+1w/2d6w/d4+3m
Tri-staff	Melee—powered	-1	Personal	En/0	d8+2w/3d4+1w/d6m

* Weapon can be thrown using the Athletics-throw skill; see “Thrown Weapons,” page 57.

Modifiers to Unarmed and Melee Attacks

Situation	Modifier	Situation	Modifier
Attacker		Target	
Rear attack	-2	Prone	-2
Flank attack	-1	Sitting/kneeling	-1
Off-balance	+2	Resistance modifier	varies
Higher ground	-1	Parries or dodges.....	varies
Prone	+2	Illumination	
Running	+2	Twilight/poor visibility	+1
Sprinting	+3	Moonlight	+2
Wounded	varies	Total Darkness.....	+3

HEAVY WEAPONS

Weapon	Skill	Acc	Md	Range	Type	Damage (0/G/A)
Progress Level 4: Industrial Age						
Flamethrower	Hvy-direct	0	F	6/12/30	En/0	d6w/d6+3w/d8+3w
Grenade, frag.	Athl-throw	+1	F	Per STR	HI/G	d4w/d4+2w/d6+2w
Machine gun, .30	Hvy-direct	0	A	60/200/600	HI/0	d6w/d6+3w/d6m
Rocket launcher	Hvy-direct	+1	F	30/60/150	HI/G	d6w/d4+3w/d4m
Progress Level 5: Information Age						
Grenade launcher	Hvy-indirect	0	F	50/200/350	As load	As load
Grenade, concus.	Athl-throw	+1	F	Per STR	LI/0	d6+2s/d4w/d4+1w
Grenade, incend.	Athl-throw	+1	F	Per STR	En/G	d4w/d4+2w/d4+3w
Grenade, smoke	Athl-throw	+1	F	Per STR	Special	Special
Hvy machine gun	Hvy-direct	0	A	100/400/1000	HI/G	d6+1w/2d4+2w/d8m
SAM, handheld	Hvy-indirect	0	F	1000/2000/4000	HI/G	d4w/d6w/d6+4w
Progress Level 6: Fusion Age						
Bantam launcher	Hvy-indirect	0	F	100/800/4000	As load	As load
Bantam, antiair	Hvy-indirect	-2	F	As launcher	HI/G	d4w/d4+2w/d4m
Bantam, antiper.	Hvy-indirect	0	F	As launcher	En/0	d6w/d6+2w/d8+2w
Bantam, antiveh.	Hvy-indirect	-2	F	As launcher	HI/G	d4+2w/d4+4w/d4+1m
Grenade, plasma	Athl-throw	+1	F	Per STR	En/G	d4+2w/d6+2w/d4m
Grenade, stun	Athl-throw	+1	F	Per STR	En/0	d6s/d8s/d8+2s
Hvy mach gun, ch	Hvy-direct	-1	A	200/600/1200	HI/G	d8w/2d6w/2d4m
Rail gun	Hvy-direct	-1	B/A	150/500/1500	HI/G	d6w/d6+2w/d6m
Progress Level 7: Gravity Age						
Arc gun	Hvy-direct	-1	F	20/40/100	En/G	d8+1s/d8w/d6+3w
Cannon, stutter	Hvy-direct	-1	F	20/40/80	LI/0	d6+2s/d8+3s/2d6+3s
Cannon, 25mm sabot	Hvy-direct	0	F	100/200/2000	HI/G	d8w/d4+1m/d6+2m
Grenade, pulse	Athl-throw	+1	F	Per STR	En/G	d4+2s/d6+2s/d8+2s
Grenade, tracer	Athl-throw	+1	F	Per STR	HI/G	d4+2w/d6+2w/d4+2m
Plasma gun	Hvy-direct	0	F	40/80/200	En/G	d8w/d8+3w/d12+3w
Quantum mini	Hvy-direct	0	F/B/A	100/250/800	En/G	d8+1w/d8+3w/d6m
Progress Level 8: Energy Age						
Bantam, starload	Hvy-indirect	-2	F	As launcher	En/A	d8+2w/d4+1m/d6+1m
Cannon, maser	Hvy-direct	-1	F	80/200/600	En/G	d8w/d4+1m/d6+2m
Grenade, mass	Athl-throw	+1	F	Per STR	En/G	d6+2s/d6+2w/d6m
Mass launcher	Hvy-indirect	-1	F	20/300/1000	En/G	d6+1w/d6+3w/d4+1m

Modifiers for Ranged Weapons

Situation	Modifier	Situation	Modifier	Situation	Modifier
Attacker		Cover		Pistol or SMG	
Rear attack	-2	Light	+1	Short	-1
Flank attack	-1	Medium	+2	Medium	+1
Off-balance	+2	Heavy	+3	Long	+3
Higher ground	-1	Illumination		Rifle or	
Prone	+2	Twilight/poor visibility	+1	Heavy weapon (direct)	
Running	+2	Moonlight	+2	Within melee range	+1
Sprinting	+3	Total Darkness	+3	Short	-1
Wounded	varies	Weapon Mode		Medium	0
Target		Fire	0	Long	+1
Prone	+2	Burst	-1	Heavy weapon (indirect)	
Sitting/kneeling	+1	Autofire	+1/+2/+3	Within melee range	+4
Resistance modifier	varies	Primitive		Short	+2
Dodges	varies	Short	-1	Medium	-2
		Medium	+1	Long	0
		Long	+2		

RANGED WEAPONS

Weapon	Skill	Acc	Md	Range	Type	Damage (0/G/A)
Progress Level 0: Stone Age						
Bow, short	Prim-bow	+1	F	20/40/100	LI/O	d4w/d4+2w/d4+3w
Sling	Prim-sling	+1	F	10/20/60	LI/O	d4s/d4+2s/d4w
Progress Level 1: Bronze/Iron Age						
Javelin	Athl-throw	0	F	Per STR	LI/O	d4w/d4+1w/d4+2w
Progress Level 2: Middle Ages						
Bow, long	Prim-bow	+1	F	40/80/200	LI/O	d4+1w/d6+1w/d4m
Crossbow	Prim-bow	0	F	50/100/250	LI/O	d4+2w/d6+2w/d4+1m
Shuriken	Athl-throw	0	F	Per STR	LI/O	d4s/d4w/d4+1w
Progress Level 3: Age of Reason						
Musket, flintlock	Prim-flintlock	+2	F	20/40/100	HI/O	d6+1w/d6+3w/d6+1m
Pistol, flintlock	Prim-flintlock	+2	F	4/8/16	HI/O	d4+2w/d6+2w/d4+1m
Rifle, long	Prim-flintlock	+1	F	30/60/150	HI/O	d6w/d6+2w/d6m
Progress Level 4: Industrial Age						
Derringer	Mod-pistol	+1	F	2/6/12	HI/O	d4-1w/d6w/d6+2w
Pistol, .32 rev.	Mod-pistol	+1	F	4/8/30	HI/O	d4w/d6w/d4m
Pistol, .45 rev.	Mod-pistol	+1	F	4/10/40	HI/O	d4+1w/d4+2w/d6m
Rifle, .30 bolt	Mod-rifle	0	F	50/100/300	HI/O	d4+2w/d6+2w/d4+1m
Rifle, .44 lever	Mod-rifle	+1	F	40/80/240	HI/O	d6w/d8+1w/d6m
Shotgun, 12 gauge	Mod-rifle	0	F	6/12/30	HI/O	d4w/d6w/d4m
SMG, .45 cal	Mod-SMG	+2	B/A	8/16/40	HI/O	d4+1w/d4+2w/d6m
Progress Level 5: Information Age						
Pistol, .38 rev	Mod-pistol	0	F	6/12/40	HI/O	d4w/d4+1w/d4m
Pistol, .44 magnum	Mod-pistol	0	F	6/12/50	HI/O	d4+2w/d4+3w/d4+2m
Pistol, 9mm	Mod-pistol	0	F	6/12/50	HI/O	d4+1w/d4+2w/d4m
Rifle, 7.62mm	Mod-rifle	0	F	70/140/350	HI/O	d6+1w/2d4+1w/d4+1m
Rifle, assault	Mod-rifle	0	F/B/A	60/120/300	HI/O	d4+2w/d6+3w/d4+1m
SMG, 9mm	Mod-SMG	+1	B/A	10/20/80	HI/O	d4+1w/d4+2w/d4m
Progress Level 6: Fusion Age						
Pistol, 9mm ch	Mod-pistol	0	F	8/16/60	HI/O	d4+1w/d6+1w/d4m
Pistol, 9mm zero-g	Mod-pistol	0	F	4/10/40	HI/O	d4+1w/d6+1w/d4m
Pistol, 11mm ch	Mod-pistol	0	F	10/20/80	HI/O	d4+2w/d6+2w/d4+1m
Rifle, 11mm ch	Mod-rifle	0	F/B/A	80/160/400	HI/O	d6+1w/d6+3w/d6+1m
Rifle, 11mm zero-g	Mod-rifle	0	F	30/60/200	HI/O	d6+1w/d6+3w/d6+1m
Shotgun, autoflec	Mod-SMG	0	F/B/A	10/20/40	HI/O	d4w/d6w/d4m
SMG, 9mm ch	Mod-SMG	+1	B/A	20/40/100	HI/O	d4+1w/d6+1w/d4m
Progress Level 7: Gravity Age						
Pistol, 15mm sabot	Mod-pistol	0	F	10/20/100	HI/O	2d4w/2d4+1w/d4+3m
Pistol, laser	Mod-pistol	-1	F	20/40/200	En/O	d4+1w/d6+1w/d4m
Pistol, mass	Mod-pistol	0	F	2/6/12	En/G	d6w/d6+2w/d6m
Pistol, stutter	Mod-pistol	0	F	6/12/30	LI/O	d6+2s/d8+2s/d8+4s
Rifle, laser	Mod-rifle	-1	F	100/400/1000	En/O	d6+1w/d6+3w/d4+1m
Rifle, mass	Mod-rifle	0	F	4/12/30	En/G	d6w/d8+1w/d6+1m
Rifle, quantum	Mod-rifle	0	F/B/A	80/200/500	En/O	d4+3w/d6+4w/d6+1m
Rifle, render	Mod-rifle	0	F	50/100/250	En/O	d6+1s/d6+1w/d4+1m
SMG, laser	Mod-SMG	0	B/A	20/80/200	En/O	d6w/d6+2w/d4m
SMG, stutter	Mod-SMG	0	B/A	10/20/80	LI/O	d6+2s/d8+2s/d8+4s
Progress Level 8: Energy Age						
Automaser	Mod-SMG	-1	B/A	20/60/120	En/O	d6w/d6+2w/d4m
Pistol, hvy maser	Mod-pistol	-1	F	20/40/80	En/G	d6+1w/2d4+1w/d4+1m
Pistol, maser	Mod-pistol	-2	F	10/20/60	En/O	d6w/d6+2w/d4m
Rifle, hvy maser	Mod-rifle	-1	F/B/A	40/200/500	En/G	d8+1w/d12w/d6+1m
Rifle, maser	Mod-rifle	-2	F/B/A	60/120/400	En/O	d6+2w/2d4+2w/d4+2m

▶ **ALTERNITY Combat Spec Hero Sheet** ◀

Hero _____ **Player** _____ **Gamemaster** _____

Species _____ **Gender** _____ **Profession** Combat Spec **Career** _____

Attributes _____ **Last Resorts** _____ □ □ □ □ □

Setting _____ **Allegiance** _____ **Last Resort Cost** _____

ABILITY	Score	Untrained	Res. Mod.
Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>
Dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>
Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>
Will	<input type="text"/>	<input type="text"/>	<input type="text"/>
Personality	<input type="text"/>	<input type="text"/>	<input type="text"/>

ACTION CHECK SCORE			
Marginal	Ordinary	Good	Amazing
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DIE <input type="text"/>	ACTIONS PER ROUND <input type="text"/>		<input type="text"/>

COMBAT MOVEMENT RATES

Sprint_____ **Run**_____ **Walk**_____

Easy Swim_____ **Swim**_____ **Glide**_____ **Fly**_____

[illegible]

ARMOR			
	(LI)	(HI)	(En)

ARMOR			
	(LI)	(HI)	(En)

GAME DATA

Age _____ **Ht** _____ **Wt** _____

Special Abilities _____

Perks _____ **Flaws** _____

Appearance _____

Social Status _____

Wealth _____

[illegible]

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	/ /		L/O	Personal	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /

ACHIEVEMENT TRACK					Skill Points Spent _____										Stored _____												
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<i>Hero's Level</i>					1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23

STR Skills	Cost	Score
Armor Operation	6	[][][]
___ Combat	2	[][][]
___ <i>Powered</i>	3	[][][]
Athletics	3	[][][]
___ Climb	2	[][][]
___ Jump	1	[][][]
___ Throw	2	[][][]
___ _____	1	[][][]
Heavy Weapons	5	[][][]
___ Direct fire	3	[][][]
___ Indirect fire	3	[][][]
Melee Weapons	5	[][][]
___ Blade	2	[][][]
___ Bludgeon	2	[][][]
___ <i>Powered</i>	3	[][][]
Unarmed Attack	5	[][][]
___ Brawl	2	[][][]
___ <i>Power</i>		
___ <i>martial arts</i>	4	[][][]

CON Skills	Cost	Score
Movement	3	[][][]
___ <i>Race</i>	2	[][][]
___ <i>Swim</i>	1	[][][]
___ Trailblazing	3	[][][]
Stamina	3	[][][]
___ Endurance	3	[][][]
___ <i>Resist pain</i>	3	[][][]
Survival	4	[][][]
___ Survival train.	2	[][][]

DEX Skills	Cost	Score
Acrobatics	7	[][][]
___ Daredevil	4	[][][]
___ <i>Defensive</i>		
___ <i>martial arts</i>	4	[][][]
___ Dodge	3	[][][]
___ Fall	3	[][][]
___ Flight	2	[][][]
___ <i>Zero-g training</i>	2	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Manipulation	6	[][][]
___ Lockpick	4	[][][]
___ Pickpocket	4	[][][]
___ Prestidigitation	3	[][][]
Ranged Wpns. Mod.	5	[][][]
___ Pistol	3	[][][]
___ Rifle	3	[][][]
___ SMG	3	[][][]
Ranged Wpns. Prim.	6	[][][]
___ Bow	3	[][][]
___ Crossbow	2	[][][]
___ Flintlock	2	[][][]
___ Sling	3	[][][]
Stealth	7	[][][]
___ Hide	4	[][][]
___ Shadow	4	[][][]
___ Sneak	5	[][][]
Vehicle Operation	3	[][][]
___ Air	5	[][][]
___ Land	3	[][][]
___ <i>Space</i>	5	[][][]
___ Water	3	[][][]

INT Skills	Cost	Score
Business	4	[][][]
___ Corporate	3	[][][]
___ Illicit business	3	[][][]
___ Small business	3	[][][]
Computer Science	7	[][][]
___ <i>Hacking</i>	5	[][][]
___ Hardware	4	[][][]
___ Programming	4	[][][]
Demolitions	5	[][][]
___ Disarm	4	[][][]
___ <i>Scratch-built</i>	4	[][][]
___ Set explosives	2	[][][]
Knowledge	3	[][][]
___ <i>Computer op.</i>	1	[][][]
___ Deduce	2	[][][]
___ <i>First aid</i>	2	[][][]
___ <i>Language</i>		
___ _____	1	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Law	5	[][][]
___ Court proc.	3	[][][]
___ Law enforc.	2	[][][]
___ _____	1	[][][]
Life Science	7	[][][]
___ Biology	3	[][][]
___ Botany	3	[][][]
___ Genetics	3	[][][]
___ <i>Xenology</i>	4	[][][]
___ Zoology	3	[][][]
Medical Science	7	[][][]
___ Forensics	3	[][][]
___ Medical know.	3	[][][]
___ Psychology	3	[][][]
___ <i>Surgery</i>	5	[][][]
___ <i>Treatment</i>	4	[][][]
___ <i>Xenomedicine</i>	3	[][][]
Navigation	6	[][][]
___ <i>Drivespace</i>	4	[][][]
___ System	3	[][][]
___ Surface	3	[][][]
Physical Science	7	[][][]
___ Astronomy	3	[][][]
___ Chemistry	3	[][][]
___ Physics	3	[][][]
___ Planetology	3	[][][]
Security	4	[][][]
___ Protection	2	[][][]
___ Sec. devices	3	[][][]
System Operation	4	[][][]
___ Communication	3	[][][]
___ Defenses	2	[][][]
___ Engineering	3	[][][]
___ Sensors	3	[][][]
___ Weapons	2	[][][]
Tactics	5	[][][]
___ Infantry	2	[][][]
___ Space	3	[][][]
___ Vehicle	2	[][][]
Technical Science	7	[][][]
___ Invention	4	[][][]
___ Juryrig	3	[][][]
___ Repair	3	[][][]
___ Technical know.	3	[][][]

WIL Skills	Cost	Score
Administration	4	[][][]
___ Bureaucracy	3	[][][]
___ Management	3	[][][]
Animal Handling	3	[][][]
___ Animal riding	1	[][][]
___ Animal training	1	[][][]
Awareness	3	[][][]
___ Intuition	3	[][][]
___ Perception	2	[][][]
Creativity	4	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Investigate	7	[][][]
___ Interrogate	3	[][][]
___ Search	4	[][][]
___ Track	4	[][][]
Resolve	5	[][][]
___ Mental	3	[][][]
___ Physical	3	[][][]
Street Smart	5	[][][]
___ Criminal elem.	3	[][][]
___ Street know.	3	[][][]
Teach	5	[][][]
___ _____	3	[][][]
___ _____	3	[][][]

PER Skills	Cost	Score
Culture	5	[][][]
___ Diplomacy	3	[][][]
___ <i>Etiquette</i>		
___ _____	2	[][][]
___ _____	2	[][][]
___ _____	2	[][][]
___ <i>First encounter</i>	3	[][][]
Deception	5	[][][]
___ Bluff	3	[][][]
___ Bribe	3	[][][]
___ Gamble	3	[][][]
Entertainment	4	[][][]
___ Act	2	[][][]
___ Dance	2	[][][]
___ <i>Musical inst.</i>	2	[][][]
___ Sing	2	[][][]
___ _____	2	[][][]
Interaction	3	[][][]
___ Bargain	3	[][][]
___ Charm	3	[][][]
___ Interview	3	[][][]
___ Intimidate	2	[][][]
___ Seduce	3	[][][]
___ Taunt	2	[][][]
Leadership	4	[][][]
___ Command	3	[][][]
___ <i>Inspire</i>	3	[][][]

Note: Skills printed in *italic* can't be used untrained.

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Hero _____ **Player** _____ **Gamemaster** _____

Species _____ Gender _____ Profession Diplomat (Combat Spec) Career _____

Attributes _____ **Last Resorts** _____ □ □ □ □ □

Setting _____ **Allegiance** _____ **Last Resort Cost** _____

ABILITY	Score	Untrained	Res. Mod.
Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>
Dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>
Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>
Will	<input type="text"/>	<input type="text"/>	<input type="text"/>
Personality	<input type="text"/>	<input type="text"/>	<input type="text"/>

ACTION CHECK SCORE			
Marginal	Ordinary	Good	Amazing
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DIE <input type="text"/>	ACTIONS PER ROUND		<input type="text"/>

COMBAT MOVEMENT RATES

Sprint_____ Run_____ Walk_____

Easy Swim_____ Swim_____ Glide_____ Fly_____

[illegible]

ARMOR			
	(LI)	(HI)	(En)

GAME DATA

Age _____ Ht _____ Wt _____

Special Abilities _____

Perks _____ **Flaws** _____

Appearance _____

Social Status _____

Wealth _____

GEAR

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	/ /		L/D	Personal	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /

ACHIEVEMENT TRACK					Skill Points Spent										Stored														
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>Hero's Level</i>					1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23		

STR Skills	Cost	Score
Armor Operation	6	[][][]
___ Combat	2	[][][]
___ <i>Powered</i>	3	[][][]
Athletics	3	[][][]
___ Climb	2	[][][]
___ Jump	1	[][][]
___ Throw	2	[][][]
___ _____	1	[][][]
Heavy Weapons	5	[][][]
___ Direct fire	3	[][][]
___ Indirect fire	3	[][][]
Melee Weapons	5	[][][]
___ Blade	2	[][][]
___ Bludgeon	2	[][][]
___ Powered	3	[][][]
Unarmed Attack	5	[][][]
___ Brawl	2	[][][]
___ <i>Power</i>		
___ <i>martial arts</i>	4	[][][]

CON Skills	Cost	Score
Movement	3	[][][]
___ <i>Race</i>	2	[][][]
___ <i>Swim</i>	1	[][][]
___ Trailblazing	3	[][][]
Stamina	3	[][][]
___ Endurance	3	[][][]
___ <i>Resist pain</i>	3	[][][]
Survival	4	[][][]
___ Survival train.	2	[][][]

DEX Skills	Cost	Score
Acrobatics	7	[][][]
___ Daredevil	4	[][][]
___ <i>Defensive</i>		
___ <i>martial arts</i>	4	[][][]
___ Dodge	3	[][][]
___ Fall	3	[][][]
___ Flight	2	[][][]
___ <i>Zero-g training</i>	2	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Manipulation	6	[][][]
___ Lockpick	4	[][][]
___ Pickpocket	4	[][][]
___ Prestidigitation	2	[][][]
Ranged Wpns, Mod.	5	[][][]
___ Pistol	3	[][][]
___ Rifle	3	[][][]
___ SMG	3	[][][]
Ranged Wpns, Prim.	6	[][][]
___ Bow	3	[][][]
___ Crossbow	2	[][][]
___ Flintlock	2	[][][]
___ Sling	3	[][][]
Stealth	7	[][][]
___ Hide	4	[][][]
___ Shadow	4	[][][]
___ Sneak	5	[][][]
Vehicle Operation	3	[][][]
___ Air	5	[][][]
___ Land	3	[][][]
___ <i>Space</i>	5	[][][]
___ Water	3	[][][]

INT Skills	Cost	Score
Business	3	[][][]
___ Corporate	2	[][][]
___ Illicit business	2	[][][]
___ Small business	2	[][][]
Computer Science	7	[][][]
___ <i>Hacking</i>	5	[][][]
___ Hardware	4	[][][]
___ Programming	4	[][][]
Demolitions	5	[][][]
___ Disarm	4	[][][]
___ <i>Scratch-built</i>	4	[][][]
___ Set explosives	2	[][][]
Knowledge	3	[][][]
___ <i>Computer op.</i>	1	[][][]
___ Deduce	2	[][][]
___ <i>First aid</i>	2	[][][]
___ <i>Language</i>		
___ _____	1	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Law	3	[][][]
___ Court proc.	2	[][][]
___ Law enforc.	2	[][][]
___ _____	1	[][][]
Life Science	7	[][][]
___ Biology	3	[][][]
___ Botany	3	[][][]
___ Genetics	3	[][][]
___ <i>Xenology</i>	4	[][][]
___ Zoology	3	[][][]
Medical Science	7	[][][]
___ Forensics	3	[][][]
___ Medical know.	3	[][][]
___ Psychology	3	[][][]
___ <i>Surgery</i>	5	[][][]
___ <i>Treatment</i>	4	[][][]
___ <i>Xenomedicine</i>	3	[][][]
Navigation	6	[][][]
___ <i>Drivespace</i>	4	[][][]
___ System	3	[][][]
___ Surface	3	[][][]
Physical Science	7	[][][]
___ Astronomy	3	[][][]
___ Chemistry	3	[][][]
___ Physics	3	[][][]
___ Planetology	3	[][][]
Security	4	[][][]
___ Protection	2	[][][]
___ Sec. devices	3	[][][]
System Operation	4	[][][]
___ Communication	2	[][][]
___ Defenses	2	[][][]
___ Engineering	3	[][][]
___ Sensors	3	[][][]
___ Weapons	2	[][][]
Tactics	5	[][][]
___ Infantry	2	[][][]
___ Space	3	[][][]
___ Vehicle	2	[][][]
Technical Science	7	[][][]
___ Invention	4	[][][]
___ Juryrig	3	[][][]
___ Repair	3	[][][]
___ Technical know.	3	[][][]

WIL Skills	Cost	Score
Administration	3	[][][]
___ Bureaucracy	2	[][][]
___ Management	2	[][][]
Animal Handling	3	[][][]
___ Animal riding	1	[][][]
___ Animal training	1	[][][]
Awareness	3	[][][]
___ Intuition	3	[][][]
___ Perception	2	[][][]
Creativity	4	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Investigate	7	[][][]
___ Interrogate	3	[][][]
___ Search	4	[][][]
___ Track	4	[][][]
Resolve	5	[][][]
___ Mental	3	[][][]
___ Physical	3	[][][]
Street Smart	5	[][][]
___ Criminal elem.	3	[][][]
___ Street know.	3	[][][]
Teach	4	[][][]
___ _____	2	[][][]
___ _____	2	[][][]

PER Skills	Cost	Score
Culture	4	[][][]
___ Diplomacy	2	[][][]
___ <i>Etiquette</i>		
___ _____	1	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
___ <i>First encounter</i>	2	[][][]
Deception	4	[][][]
___ Bluff	2	[][][]
___ Bribe	2	[][][]
___ Gamble	2	[][][]
Entertainment	3	[][][]
___ Act	1	[][][]
___ Dance	1	[][][]
___ <i>Musical inst.</i>	1	[][][]
___ Sing	1	[][][]
___ _____	1	[][][]
Interaction	3	[][][]
___ Bargain	2	[][][]
___ Charm	2	[][][]
___ Interview	2	[][][]
___ Intimidate	2	[][][]
___ Seduce	2	[][][]
___ Taunt	2	[][][]
Leadership	3	[][][]
___ Command	3	[][][]
___ <i>Inspire</i>	3	[][][]

Note: Skills printed in *italic* can't be used untrained.

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Hero _____ **Player** _____ **Gamemaster** _____

Species _____ **Gender** _____ **Profession** Diplomat (Free Agent) **Career** _____

Attributes	Last Resorts	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
------------	--------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

Setting	Allegiance	Last Resort Cost
---------	------------	------------------

COMBAT MOVEMENT RATES

Sprint _____	Run _____	Walk _____
Easy Swim _____	Swim _____	Glide _____ Fly _____

[illegible]

GEAR

GAME DATA

Age _____ **Ht** _____ **Wt** _____

Special Abilities _____

Perks _____ **Flaws** _____

Appearance _____

Social Status _____

Wealth _____

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	/ /		LI/O	Personal	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /

ACHIEVEMENT TRACK						Skill Points Spent										Stored											
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<i>Hero's Level</i>					1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23

STR Skills	Cost	Score
Armor Operation	7	[][][]
___ Combat	3	[][][]
___ <i>Powered</i>	4	[][][]
Athletics	3	[][][]
___ Climb	2	[][][]
___ Jump	1	[][][]
___ Throw	2	[][][]
___ _____	1	[][][]
Heavy Weapons	6	[][][]
___ Direct fire	4	[][][]
___ Indirect fire	4	[][][]
Melee Weapons	6	[][][]
___ Blade	3	[][][]
___ Bludgeon	3	[][][]
___ Powered	4	[][][]
Unarmed Attack	5	[][][]
___ Brawl	3	[][][]
___ <i>Power martial arts</i>	4	[][][]

CON Skills	Cost	Score
Movement	3	[][][]
___ <i>Race</i>	2	[][][]
___ <i>Swim</i>	1	[][][]
___ Trailblazing	2	[][][]
Stamina	3	[][][]
___ Endurance	4	[][][]
___ <i>Resist pain</i>	4	[][][]
Survival	4	[][][]
___ Survival train.	2	[][][]

DEX Skills	Cost	Score
Acrobatics	6	[][][]
___ Daredevil	4	[][][]
___ <i>Defensive martial arts</i>	4	[][][]
___ Dodge	3	[][][]
___ Fall	2	[][][]
___ Flight	2	[][][]
___ <i>Zero-g training</i>	3	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Manipulation	6	[][][]
___ Lockpick	3	[][][]
___ Pickpocket	3	[][][]
___ Prestidigitation	2	[][][]
Ranged Wpns. Mod.	6	[][][]
___ Pistol	4	[][][]
___ Rifle	4	[][][]
___ SMG	4	[][][]
Ranged Wpns. Prim.	7	[][][]
___ Bow	4	[][][]
___ Crossbow	3	[][][]
___ Flintlock	3	[][][]
___ Sling	4	[][][]
Stealth	6	[][][]
___ Hide	3	[][][]
___ Shadow	3	[][][]
___ Sneak	4	[][][]
Vehicle Operation	3	[][][]
___ Air	5	[][][]
___ Land	3	[][][]
___ <i>Space</i>	5	[][][]
___ Water	3	[][][]

INT Skills	Cost	Score
Business	3	[][][]
___ Corporate	2	[][][]
___ Illicit business	2	[][][]
___ Small business	2	[][][]
Computer Science	7	[][][]
___ <i>Hacking</i>	5	[][][]
___ Hardware	4	[][][]
___ Programming	4	[][][]
Demolitions	6	[][][]
___ Disarm	4	[][][]
___ <i>Scratch-built</i>	4	[][][]
___ Set explosives	3	[][][]
Knowledge	3	[][][]
___ <i>Computer op.</i>	1	[][][]
___ Deduce	2	[][][]
___ <i>First aid</i>	2	[][][]
___ <i>Language</i>		
___ _____	1	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Law	4	[][][]
___ Court proc.	2	[][][]
___ Law enforc.	2	[][][]
___ _____	1	[][][]
Life Science	7	[][][]
___ Biology	3	[][][]
___ Botany	3	[][][]
___ Genetics	3	[][][]
___ <i>Xenology</i>	4	[][][]
___ Zoology	3	[][][]
Medical Science	7	[][][]
___ Forensics	3	[][][]
___ Medical know.	3	[][][]
___ Psychology	3	[][][]
___ <i>Surgery</i>	5	[][][]
___ <i>Treatment</i>	4	[][][]
___ <i>Xenomedicine</i>	3	[][][]
Navigation	6	[][][]
___ <i>Drivespace</i>	4	[][][]
___ System	3	[][][]
___ Surface	3	[][][]
Physical Science	7	[][][]
___ Astronomy	3	[][][]
___ Chemistry	3	[][][]
___ Physics	3	[][][]
___ Planetology	3	[][][]
Security	4	[][][]
___ Protection	2	[][][]
___ Sec. devices	2	[][][]
System Operation	4	[][][]
___ Communication	2	[][][]
___ Defenses	3	[][][]
___ Engineering	3	[][][]
___ Sensors	2	[][][]
___ Weapons	3	[][][]
Tactics	6	[][][]
___ Infantry	3	[][][]
___ Space	3	[][][]
___ Vehicle	3	[][][]
Technical Science	7	[][][]
___ Invention	4	[][][]
___ Juryrig	3	[][][]
___ Repair	3	[][][]
___ Technical know.	3	[][][]

WIL Skills	Cost	Score
Administration	3	[][][]
___ Bureaucracy	2	[][][]
___ Management	2	[][][]
Animal Handling	3	[][][]
___ Animal riding	1	[][][]
___ Animal training	1	[][][]
Awareness	3	[][][]
___ Intuition	3	[][][]
___ Perception	2	[][][]
Creativity	4	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Investigate	6	[][][]
___ Interrogate	3	[][][]
___ Search	3	[][][]
___ Track	3	[][][]
Resolve	5	[][][]
___ Mental	3	[][][]
___ Physical	3	[][][]
Street Smart	4	[][][]
___ Criminal elem.	2	[][][]
___ Street know.	2	[][][]
Teach	4	[][][]
___ _____	2	[][][]
___ _____	2	[][][]

PER Skills	Cost	Score
Culture	4	[][][]
___ Diplomacy	2	[][][]
___ <i>Etiquette</i>		
___ _____	1	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
___ <i>First encounter</i>	2	[][][]
Deception	4	[][][]
___ Bluff	2	[][][]
___ Bribe	2	[][][]
___ Gamble	2	[][][]
Entertainment	3	[][][]
___ Act	1	[][][]
___ Dance	1	[][][]
___ <i>Musical inst.</i>	1	[][][]
___ Sing	1	[][][]
___ _____	1	[][][]
Interaction	3	[][][]
___ Bargain	2	[][][]
___ Charm	2	[][][]
___ Interview	2	[][][]
___ Intimidate	3	[][][]
___ Seduce	2	[][][]
___ Taunt	2	[][][]
Leadership	4	[][][]
___ Command	3	[][][]
___ <i>Inspire</i>	3	[][][]

Note: Skills printed in *italic* can't be used untrained.

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Setting	Allegiance	Last Resort Cost
---------	------------	------------------

COMBAT MOVEMENT RATES

Sprint_____ **Run**_____ **Walk**_____

Easy Swim_____ **Swim**_____ **Glide**_____ **Fly**_____

[illegible]

GEAR

ACHIEVEMENT TRACK					Skill Points Spent _____										Stored _____												
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>Hero's Level</i>					1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23

STR Skills	Cost	Score
Armor Operation	7	[[[]]
— Combat	3	[[[]]
— <i>Powered</i>	4	[[[]]
Athletics	3	[[[]]
— Climb	2	[[[]]
— Jump	1	[[[]]
— Throw	2	[[[]]
— _____	1	[[[]]
Heavy Weapons	6	[[[]]
— Direct fire	4	[[[]]
— Indirect fire	4	[[[]]
Melee Weapons	6	[[[]]
— Blade	3	[[[]]
— Bludgeon	3	[[[]]
— <i>Powered</i>	4	[[[]]
Unarmed Attack	5	[[[]]
— Brawl	3	[[[]]
— <i>Power martial arts</i>	5	[[[]]

CON Skills	Cost	Score
Movement	3	[[[]]
— <i>Race</i>	2	[[[]]
— <i>Swim</i>	1	[[[]]
— Trailblazing	3	[[[]]
Stamina	3	[[[]]
— Endurance	4	[[[]]
— <i>Resist pain</i>	4	[[[]]
Survival	5	[[[]]
— Survival train.	3	[[[]]
Biokinesis	6	[[[]]
— Bioweapon	3	[[[]]
— Control		
— metabolism	2	[[[]]
— <i>Heal</i>	4	[[[]]
— <i>Morph</i>	4	[[[]]
— <i>Rejuvenate</i>	3	[[[]]
— <i>Transfer damage</i>	2	[[[]]

DEX Skills	Cost	Score
Acrobatics	7	[[[]]
— Daredevil	4	[[[]]
— <i>Defensive</i>		
— <i>martial arts</i>	5	[[[]]
— Dodge	4	[[[]]
— Fall	3	[[[]]
— Flight	2	[[[]]
— <i>Zero-g training</i>	3	[[[]]
— _____	1	[[[]]
— _____	1	[[[]]
Manipulation	6	[[[]]
— Lockpick	4	[[[]]
— Pickpocket	4	[[[]]
— Prestidigitation	2	[[[]]
Ranged Wpns. Mod.	6	[[[]]
— Pistol	4	[[[]]
— Rifle	4	[[[]]
— SMG	4	[[[]]
Ranged Wpns. Prim.	7	[[[]]
— Bow	4	[[[]]
— Crossbow	3	[[[]]
— Flintlock	3	[[[]]
— Sling	4	[[[]]
Stealth	7	[[[]]
— Hide	4	[[[]]
— Shadow	4	[[[]]
— Sneak	5	[[[]]
Vehicle Operation	3	[[[]]
— Air	5	[[[]]
— Land	3	[[[]]
— <i>Space</i>	5	[[[]]
— Water	3	[[[]]

INT Skills	Cost	Score
Business	3	[[[]]
— Corporate	2	[[[]]
— Illicit business	2	[[[]]
— Small business	2	[[[]]
Computer Science	7	[[[]]
— <i>Hacking</i>	5	[[[]]
— Hardware	4	[[[]]
— Programming	4	[[[]]
Demolitions	6	[[[]]
— Disarm	4	[[[]]
— <i>Scratch-built</i>	4	[[[]]
— Set explosives	3	[[[]]
Knowledge	3	[[[]]
— <i>Computer op.</i>	1	[[[]]
— Deduce	2	[[[]]
— <i>First aid</i>	2	[[[]]
— <i>Language</i>		
— _____	1	[[[]]
— _____	1	[[[]]
— _____	1	[[[]]
Law	4	[[[]]
— Court proc.	2	[[[]]
— Law enforc.	3	[[[]]
— _____	1	[[[]]
Life Science	7	[[[]]
— Biology	3	[[[]]
— Botany	3	[[[]]
— Genetics	3	[[[]]
— <i>Xenology</i>	4	[[[]]
— Zoology	3	[[[]]
Medical Science	7	[[[]]
— Forensics	3	[[[]]
— Medical know.	3	[[[]]
— Psychology	3	[[[]]
— <i>Surgery</i>	5	[[[]]
— <i>Treatment</i>	4	[[[]]
— <i>Xenomedicine</i>	3	[[[]]
Navigation	6	[[[]]
— <i>Drivespace</i>	4	[[[]]
— System	3	[[[]]
— Surface	3	[[[]]
Physical Science	7	[[[]]
— Astronomy	3	[[[]]
— Chemistry	3	[[[]]
— Physics	3	[[[]]
— Planetology	3	[[[]]
Security	5	[[[]]
— Protection	3	[[[]]
— Sec. devices	3	[[[]]
System Operation	4	[[[]]
— Communication	2	[[[]]
— Defenses	3	[[[]]
— Engineering	3	[[[]]
— Sensors	3	[[[]]
— Weapons	3	[[[]]
Tactics	6	[[[]]
— Infantry	3	[[[]]
— Space	3	[[[]]
— Vehicle	3	[[[]]
Technical Science	7	[[[]]
— Invention	4	[[[]]
— Juryrig	3	[[[]]
— Repair	3	[[[]]
— Technical know.	3	[[[]]
ESP	5	[[[]]
— <i>Battle mind</i>	4	[[[]]
— Clairaudience	2	[[[]]
— Clairvoyance	2	[[[]]
— Empathy	1	[[[]]
— Mind reading	3	[[[]]
— <i>Navcognition</i>	3	[[[]]
— Postcognition	3	[[[]]
— Precognition	4	[[[]]
— Psychometry	3	[[[]]
— Sensitivity	2	[[[]]

WIL Skills	Cost	Score
Administration	3	[[[]]
— Bureaucracy	2	[[[]]
— Management	2	[[[]]
Animal Handling	3	[[[]]
— Animal riding	1	[[[]]
— Animal training	1	[[[]]
Awareness	3	[[[]]
— Intuition	3	[[[]]
— Perception	2	[[[]]
Creativity	4	[[[]]
— _____	1	[[[]]
— _____	1	[[[]]
Investigate	7	[[[]]
— Interrogate	4	[[[]]
— Search	4	[[[]]
— Track	4	[[[]]
Resolve	5	[[[]]
— Mental	3	[[[]]
— Physical	3	[[[]]
Street Smart	5	[[[]]
— Criminal elem.	3	[[[]]
— Street know.	3	[[[]]
Teach	4	[[[]]
— _____	2	[[[]]
— _____	2	[[[]]
Telekinesis	6	[[[]]
— <i>Electrokinetics</i>	3	[[[]]
— <i>Kinetic shield</i>	2	[[[]]
— Levitation	2	[[[]]
— Photokinetics	1	[[[]]
— Psychokinetics	3	[[[]]
— <i>Pyrokinesis</i>	4	[[[]]

PER Skills	Cost	Score
Culture	4	[[[]]
— Diplomacy	2	[[[]]
— <i>Etiquette</i>		
— _____	1	[[[]]
— _____	1	[[[]]
— _____	1	[[[]]
— <i>First encounter</i>	2	[[[]]
Deception	4	[[[]]
— Bluff	2	[[[]]
— Bribe	2	[[[]]
— Gamble	2	[[[]]
Entertainment	3	[[[]]
— Act	1	[[[]]
— Dance	1	[[[]]
— <i>Musical inst.</i>	1	[[[]]
— Sing	1	[[[]]
— _____	1	[[[]]
Interaction	3	[[[]]
— Bargain	2	[[[]]
— Charm	2	[[[]]
— Interview	3	[[[]]
— Intimidate	2	[[[]]
— Seduce	2	[[[]]
— Taunt	2	[[[]]
Leadership	4	[[[]]
— Command	3	[[[]]
— <i>Inspire</i>	3	[[[]]
Telepathy	5	[[[]]
— Contact	3	[[[]]
— Datalink	4	[[[]]
— Illusion	3	[[[]]
— Mind blast	4	[[[]]
— Mind shield	2	[[[]]
— Suggest	3	[[[]]
— Tire	3	[[[]]

Note: Skills printed in *italic* can't be used untrained.

Hero's Name _____ **Player's Name** _____

Species _____ **Gender** _____ **Profession** Diplomat (Tech Op) **Career** _____

Attributes _____ Last Resorts _____ □□□□□

Setting _____ **Gamemaster** _____ **Last Resort Cost** _____

COMBAT MOVEMENT RATES

Sprint _____	Run _____	Walk _____
Easy Swim _____	Swim _____	Glide _____ Fly _____

GEAR

GAME DATA

Age _____ Ht _____ Wt _____

Special Abilities _____

Perks _____ **Flaws** _____

Appearance _____

Social Status _____

Wealth _____

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	/ /		LI/O	Personal	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /

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STR Skills	Cost	Score
Armor Operation	7	[][][]
___ Combat	3	[][][]
___ <i>Powered</i>	4	[][][]
Athletics	3	[][][]
___ Climb	2	[][][]
___ Jump	1	[][][]
___ Throw	2	[][][]
___ _____	1	[][][]
Heavy Weapons	6	[][][]
___ Direct fire	4	[][][]
___ Indirect fire	4	[][][]
Melee Weapons	6	[][][]
___ Blade	3	[][][]
___ Bludgeon	3	[][][]
___ <i>Powered</i>	4	[][][]
Unarmed Attack	5	[][][]
___ Brawl	3	[][][]
___ <i>Power</i>		
___ <i>martial arts</i>	5	[][][]

CON Skills	Cost	Score
Movement	3	[][][]
___ <i>Race</i>	2	[][][]
___ <i>Swim</i>	1	[][][]
___ Trailblazing	3	[][][]
Stamina	3	[][][]
___ Endurance	4	[][][]
___ <i>Resist pain</i>	4	[][][]
Survival	5	[][][]
___ Survival train.	3	[][][]

DEX Skills	Cost	Score
Acrobatics	7	[][][]
___ Daredevil	4	[][][]
___ <i>Defensive</i>		
___ <i>martial arts</i>	5	[][][]
___ Dodge	4	[][][]
___ Fall	3	[][][]
___ Flight	2	[][][]
___ <i>Zero-g training</i>	2	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Manipulation	6	[][][]
___ Lockpick	4	[][][]
___ Pickpocket	4	[][][]
___ Prestidigitation	2	[][][]
Ranged Wpns. Mod.	6	[][][]
___ Pistol	4	[][][]
___ Rifle	4	[][][]
___ SMG	4	[][][]
Ranged Wpns. Prim.	7	[][][]
___ Bow	4	[][][]
___ Crossbow	3	[][][]
___ Flintlock	3	[][][]
___ Sling	4	[][][]
Stealth	7	[][][]
___ Hide	4	[][][]
___ Shadow	4	[][][]
___ Sneak	5	[][][]
Vehicle Operation	3	[][][]
___ Air	4	[][][]
___ Land	2	[][][]
___ <i>Space</i>	4	[][][]
___ Water	2	[][][]

INT Skills	Cost	Score
Business	3	[][][]
___ Corporate	2	[][][]
___ Illicit business	2	[][][]
___ Small business	2	[][][]
Computer Science	6	[][][]
___ <i>Hacking</i>	4	[][][]
___ Hardware	3	[][][]
___ Programming	3	[][][]
Demolitions	5	[][][]
___ Disarm	3	[][][]
___ <i>Scratch-bullt</i>	3	[][][]
___ Set explosives	2	[][][]
Knowledge	3	[][][]
___ <i>Computer op.</i>	1	[][][]
___ Deduce	2	[][][]
___ <i>First aid</i>	2	[][][]
___ <i>Language</i>		
___ _____	1	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Law	4	[][][]
___ Court proc.	2	[][][]
___ Law enforc.	3	[][][]
___ _____	1	[][][]
Life Science	6	[][][]
___ Biology	2	[][][]
___ Botany	2	[][][]
___ Genetics	2	[][][]
___ <i>Xenology</i>	3	[][][]
___ Zoology	2	[][][]
Medical Science	6	[][][]
___ Forensics	2	[][][]
___ Medical know.	2	[][][]
___ Psychology	2	[][][]
___ <i>Surgery</i>	4	[][][]
___ <i>Treatment</i>	3	[][][]
___ <i>Xenomedicine</i>	2	[][][]
Navigation	5	[][][]
___ <i>Drivespace</i>	3	[][][]
___ System	2	[][][]
___ Surface	2	[][][]
Physical Science	6	[][][]
___ Astronomy	2	[][][]
___ Chemistry	2	[][][]
___ Physics	2	[][][]
___ Planetology	2	[][][]
Security	5	[][][]
___ Protection	3	[][][]
___ Sec. devices	2	[][][]
System Operation	4	[][][]
___ Communication	2	[][][]
___ Defenses	2	[][][]
___ Engineering	2	[][][]
___ Sensors	2	[][][]
___ Weapons	2	[][][]
Tactics	5	[][][]
___ Infantry	3	[][][]
___ Space	2	[][][]
___ Vehicle	2	[][][]
Technical Science	6	[][][]
___ Invention	3	[][][]
___ Juryrig	2	[][][]
___ Repair	2	[][][]
___ Technical know.	2	[][][]

WIL Skills	Cost	Score
Administration	3	[][][]
___ Bureaucracy	2	[][][]
___ Management	2	[][][]
Animal Handling	3	[][][]
___ Animal riding	1	[][][]
___ Animal training	1	[][][]
Awareness	3	[][][]
___ Intuition	3	[][][]
___ Perception	2	[][][]
Creativity	4	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Investigate	6	[][][]
___ Interrogate	4	[][][]
___ Search	3	[][][]
___ Track	4	[][][]
Resolve	5	[][][]
___ Mental	3	[][][]
___ Physical	3	[][][]
Street Smart	5	[][][]
___ Criminal elem.	3	[][][]
___ Street know.	3	[][][]
Teach	4	[][][]
___ _____	2	[][][]
___ _____	2	[][][]

PER Skills	Cost	Score
Culture	4	[][][]
___ Diplomacy	2	[][][]
___ <i>Etiquette</i>		
___ _____	1	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
___ <i>First encounter</i>	2	[][][]
Deception	4	[][][]
___ Bluff	2	[][][]
___ Bribe	2	[][][]
___ Gamble	2	[][][]
Entertainment	3	[][][]
___ Act	1	[][][]
___ Dance	1	[][][]
___ <i>Musical inst.</i>	1	[][][]
___ Sing	1	[][][]
___ _____	1	[][][]
Interaction	3	[][][]
___ Bargain	2	[][][]
___ Charm	2	[][][]
___ Interview	2	[][][]
___ Intimidate	3	[][][]
___ Seduce	2	[][][]
___ Taunt	2	[][][]
Leadership	4	[][][]
___ Command	3	[][][]
___ <i>Inspire</i>	3	[][][]

Note: Skills printed in *italic* can't be used untrained.

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► **ALTERNITY Free Agent Hero Sheet** ◀

Hero _____ **Player** _____ **Gamemaster** _____

Species _____ **Gender** _____ **Profession** Free Agent **Career** _____

Attributes _____ **Last Resorts** _____ □ □ □ □ □

Setting _____ **Allegiance** _____ **Last Resort Cost** _____

ABILITY	Score	Untrained	Res. Mod.
Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>
Dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>
Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>
Will	<input type="text"/>	<input type="text"/>	<input type="text"/>
Personality	<input type="text"/>	<input type="text"/>	<input type="text"/>

ACTION CHECK SCORE			
Marginal	Ordinary	Good	Amazing
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DIE	ACTIONS PER ROUND		
<input type="text"/>	<input type="text"/>		<input type="text"/>

COMBAT MOVEMENT RATES

Sprint_____ Run_____ Walk_____

Easy Swim_____ Swim_____ Glide_____ Fly_____

[illegible]

ARMOR			
	(L)	(H)	(En)

GAME DATA

Age _____ **Ht** _____ **Wt** _____

Special Abilities _____

Perks _____ **Flaws** _____

Appearance _____

Social Status _____

Wealth _____

[illegible]

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	/ /		L/O	Personal	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /

ACHIEVEMENT TRACK										Skill Points Spent _____										Stored _____									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>Hero's Level</i>					1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23		

STR Skills	Cost	Score
Armor Operation	7	[][][]
___ Combat	3	[][][]
___ <i>Powered</i>	4	[][][]
Athletics	3	[][][]
___ Climb	2	[][][]
___ Jump	1	[][][]
___ Throw	2	[][][]
___ _____	1	[][][]
Heavy Weapons	6	[][][]
___ Direct fire	4	[][][]
___ Indirect fire	4	[][][]
Melee Weapons	6	[][][]
___ Blade	3	[][][]
___ Bludgeon	3	[][][]
___ Powered	4	[][][]
Unarmed Attack	5	[][][]
___ Brawl	3	[][][]
___ <i>Power</i>		
___ <i>martial arts</i>	4	[][][]

CON Skills	Cost	Score
Movement	3	[][][]
___ <i>Race</i>	2	[][][]
___ <i>Swim</i>	1	[][][]
___ Trailblazing	2	[][][]
Stamina	3	[][][]
___ Endurance	4	[][][]
___ <i>Resist pain</i>	4	[][][]
Survival	4	[][][]
___ Survival train.	2	[][][]

DEX Skills	Cost	Score
Acrobatics	6	[][][]
___ Daredevil	4	[][][]
___ <i>Defensive</i>		
___ <i>martial arts</i>	4	[][][]
___ Dodge	3	[][][]
___ Fall	2	[][][]
___ Flight	2	[][][]
___ <i>Zero-g training</i>	3	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Manipulation	6	[][][]
___ Lockpick	3	[][][]
___ Pickpocket	3	[][][]
___ Prestidigitation	3	[][][]
Ranged Wpns. Mod.	6	[][][]
___ Pistol	4	[][][]
___ Rifle	4	[][][]
___ SMG	4	[][][]
Ranged Wpns. Prim.	7	[][][]
___ Bow	4	[][][]
___ Crossbow	3	[][][]
___ Flintlock	3	[][][]
___ Sling	4	[][][]
Stealth	6	[][][]
___ Hide	3	[][][]
___ Shadow	3	[][][]
___ Sneak	4	[][][]
Vehicle Operation	3	[][][]
___ Air	5	[][][]
___ Land	3	[][][]
___ <i>Space</i>	5	[][][]
___ Water	3	[][][]

INT Skills	Cost	Score
Business	4	[][][]
___ Corporate	3	[][][]
___ Illicit business	2	[][][]
___ Small business	3	[][][]
Computer Science	7	[][][]
___ <i>Hacking</i>	5	[][][]
___ Hardware	4	[][][]
___ Programming	4	[][][]
Demolitions	6	[][][]
___ Disarm	4	[][][]
___ <i>Scratch-built</i>	4	[][][]
___ Set explosives	3	[][][]
Knowledge	3	[][][]
___ <i>Computer op.</i>	1	[][][]
___ Deduce	2	[][][]
___ <i>First aid</i>	2	[][][]
___ <i>Language</i>		
___ _____	1	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Law	4	[][][]
___ Court proc.	3	[][][]
___ Law enforc.	2	[][][]
___ _____	1	[][][]
Life Science	7	[][][]
___ Biology	3	[][][]
___ Botany	3	[][][]
___ Genetics	3	[][][]
___ <i>Xenology</i>	4	[][][]
___ Zoology	3	[][][]
Medical Science	7	[][][]
___ Forensics	3	[][][]
___ Medical know.	3	[][][]
___ Psychology	3	[][][]
___ <i>Surgery</i>	5	[][][]
___ <i>Treatment</i>	4	[][][]
___ <i>Xenomedicine</i>	3	[][][]
Navigation	6	[][][]
___ <i>Drivespace</i>	4	[][][]
___ System	3	[][][]
___ Surface	3	[][][]
Physical Science	7	[][][]
___ Astronomy	3	[][][]
___ Chemistry	3	[][][]
___ Physics	3	[][][]
___ Planetology	3	[][][]
Security	4	[][][]
___ Protection	2	[][][]
___ Sec. devices	2	[][][]
System Operation	4	[][][]
___ Communication	3	[][][]
___ Defenses	3	[][][]
___ Engineering	3	[][][]
___ Sensors	2	[][][]
___ Weapons	3	[][][]
Tactics	6	[][][]
___ Infantry	3	[][][]
___ Space	3	[][][]
___ Vehicle	3	[][][]
Technical Science	7	[][][]
___ Invention	4	[][][]
___ Juryrig	3	[][][]
___ Repair	3	[][][]
___ Technical know.	3	[][][]

WIL Skills	Cost	Score
Administration	4	[][][]
___ Bureaucracy	3	[][][]
___ Management	3	[][][]
Animal Handling	3	[][][]
___ Animal riding	1	[][][]
___ Animal training	1	[][][]
Awareness	3	[][][]
___ Intuition	3	[][][]
___ Perception	2	[][][]
Creativity	4	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Investigate	6	[][][]
___ Interrogate	3	[][][]
___ Search	3	[][][]
___ Track	3	[][][]
Resolve	5	[][][]
___ Mental	3	[][][]
___ Physical	3	[][][]
Street Smart	4	[][][]
___ Criminal elem.	2	[][][]
___ Street know.	2	[][][]
Teach	5	[][][]
___ _____	3	[][][]
___ _____	3	[][][]

PER Skills	Cost	Score
Culture	5	[][][]
___ Diplomacy	3	[][][]
___ <i>Etiquette</i>		
___ _____	2	[][][]
___ _____	2	[][][]
___ _____	2	[][][]
___ <i>First encounter</i>	3	[][][]
Deception	4	[][][]
___ Bluff	2	[][][]
___ Bribe	2	[][][]
___ Gamble	2	[][][]
Entertainment	3	[][][]
___ Act	1	[][][]
___ Dance	1	[][][]
___ <i>Musical inst.</i>	1	[][][]
___ Sing	1	[][][]
___ _____	1	[][][]
Interaction	3	[][][]
___ Bargain	3	[][][]
___ Charm	2	[][][]
___ Interview	2	[][][]
___ Intimidate	3	[][][]
___ Seduce	2	[][][]
___ Taunt	2	[][][]
Leadership	4	[][][]
___ Command	4	[][][]
___ <i>Inspire</i>	4	[][][]

Note: Skills printed in *italic* can't be used untrained.

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Hero _____ **Player** _____ **Gamemaster** _____

Species _____ Gender _____ Profession Mindwalker Career _____

Attributes _____ **Last Resorts** _____ ☐ ☐ ☐ ☐ ☐

Setting _____ **Allegiance** _____ **Last Resort Cost** _____

ABILITY	Score	Untrained	Res. Mod.
Strength	<input type="text"/>	<input type="text"/>	<input type="text"/>
Dexterity	<input type="text"/>	<input type="text"/>	<input type="text"/>
Constitution	<input type="text"/>	<input type="text"/>	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>
Will	<input type="text"/>	<input type="text"/>	<input type="text"/>
Personality	<input type="text"/>	<input type="text"/>	<input type="text"/>

ACTION CHECK SCORE			
Marginal	Ordinary	Good	Amazing
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DIE <input type="text"/>	ACTIONS PER ROUND <input type="text"/>		<input type="text"/>

COMBAT MOVEMENT RATES

Sprint _____ Run _____ Walk _____

Easy Swim _____ Swim _____ Glide _____ Fly _____

DURABILITY

<p>Stun ○ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □</p> <p>Wound ○ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □</p>	<p>Fatigue ○ □ □ □ □ □ □ □ □ □ □ □ □</p> <p>Mortal ○ □ □ □ □ □ □ □ □ □ □ □ □</p>
---	--

ARMOR			
	(LI)	(HI)	(En)

[illegible]

GAME DATA

Age _____ **Ht** _____ **Wt** _____

Special Abilities _____

Perks _____ **Flaws** _____

Appearance _____

Social Status _____

Wealth _____

[illegible]

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	/ /		LI/O	Personal	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /

ACHIEVEMENT TRACK					Skill Points Spent _____													Stored _____									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<i>Hero's Level</i>					1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23

STR Skills	Cost	Score
Armor Operation	7	____
___ Combat	3	____
___ <i>Powered</i>	4	____
Athletics	3	____
___ Climb	2	____
___ Jump	1	____
___ Throw	2	____
___ _____	1	____
Heavy Weapons	6	____
___ Direct fire	4	____
___ Indirect fire	4	____
Melee Weapons	6	____
___ Blade	3	____
___ Bludgeon	3	____
___ Powered	4	____
Unarmed Attack	5	____
___ Brawl	3	____
___ <i>Power martial arts</i>	5	____

CON Skills	Cost	Score
Movement	3	____
___ <i>Race</i>	2	____
___ <i>Swim</i>	1	____
___ Trailblazing	3	____
Stamina	3	____
___ Endurance	4	____
___ <i>Resist pain</i>	4	____
Survival	5	____
___ Survival train.	3	____
Biokinesis	6	____
___ Bioweapon	3	____
___ Control		
___ metabolism	2	____
___ Heal	4	____
___ Morph	4	____
___ Rejuvenate	3	____
___ Transfer damage	2	____

DEX Skills	Cost	Score
Acrobatics	7	____
___ Daredevil	4	____
___ <i>Defensive martial arts</i>	5	____
___ Dodge	4	____
___ Fall	3	____
___ Flight	2	____
___ Zero-g training	3	____
___ _____	1	____
___ _____	1	____
Manipulation	6	____
___ Lockpick	4	____
___ Pickpocket	4	____
___ Prestidigitation	3	____
Ranged Wpns. Mod.	6	____
___ Pistol	4	____
___ Rifle	4	____
___ SMG	4	____
Ranged Wpns. Prim.	7	____
___ Bow	4	____
___ Crossbow	3	____
___ Flintlock	3	____
___ Sling	4	____
Stealth	7	____
___ Hide	4	____
___ Shadow	4	____
___ Sneak	5	____
Vehicle Operation	3	____
___ Air	5	____
___ Land	3	____
___ Space	5	____
___ Water	3	____

INT Skills	Cost	Score
Business	4	____
___ Corporate	3	____
___ Illicit business	3	____
___ Small business	3	____
Computer Science	7	____
___ Hacking	5	____
___ Hardware	4	____
___ Programming	4	____
Demolitions	6	____
___ Disarm	4	____
___ <i>Scratch-built</i>	4	____
___ Set explosives	3	____
Knowledge	3	____
___ Computer op.	1	____
___ Deduce	2	____
___ First aid	2	____
___ Language		
___ _____	1	____
___ _____	1	____
___ _____	1	____
Law	5	____
___ Court proc.	3	____
___ Law enforc.	3	____
___ _____	1	____
Life Science	7	____
___ Biology	3	____
___ Botany	3	____
___ Genetics	3	____
___ Xenology	4	____
___ Zoology	3	____
Medical Science	7	____
___ Forensics	3	____
___ Medical know.	3	____
___ Psychology	3	____
___ Surgery	5	____
___ Treatment	4	____
___ Xenomedicine	3	____
Navigation	6	____
___ Drivespace	4	____
___ System	3	____
___ Surface	3	____
Physical Science	7	____
___ Astronomy	3	____
___ Chemistry	3	____
___ Physics	3	____
___ Planetology	3	____
Security	5	____
___ Protection	3	____
___ Sec. devices	3	____
System Operation	4	____
___ Communication	3	____
___ Defenses	3	____
___ Engineering	3	____
___ Sensors	3	____
___ Weapons	3	____
Tactics	6	____
___ Infantry	3	____
___ Space	3	____
___ Vehicle	3	____
Technical Science	7	____
___ Invention	4	____
___ Juryrig	3	____
___ Repair	3	____
___ Technical know.	3	____
ESP	5	____
___ Battle mind	4	____
___ Clairaudience	2	____
___ Clairvoyance	2	____
___ Empathy	1	____
___ Mind reading	3	____
___ Navcognition	3	____
___ Postcognition	3	____
___ Precognition	4	____
___ Psychometry	3	____
___ Sensitivity	2	____

WIL Skills	Cost	Score
Administration	4	____
___ Bureaucracy	3	____
___ Management	3	____
Animal Handling	3	____
___ Animal riding	1	____
___ Animal training	1	____
Awareness	3	____
___ Intuition	3	____
___ Perception	2	____
Creativity	4	____
___ _____	1	____
___ _____	1	____
Investigate	7	____
___ Interrogate	4	____
___ Search	4	____
___ Track	4	____
Resolve	5	____
___ Mental	3	____
___ Physical	3	____
Street Smart	5	____
___ Criminal elem.	3	____
___ Street know.	3	____
Teach	5	____
___ _____	3	____
___ _____	3	____
Telekinesis	6	____
___ <i>Electrokinetics</i>	3	____
___ <i>Kinetic shield</i>	2	____
___ Levitation	2	____
___ Photokinetics	1	____
___ Psychokinetics	3	____
___ <i>Pyrokinesis</i>	4	____

PER Skills	Cost	Score
Culture	5	____
___ Diplomacy	3	____
___ Etiquette		
___ _____	2	____
___ _____	2	____
___ _____	2	____
___ <i>First encounter</i>	3	____
Deception	5	____
___ Bluff	3	____
___ Bribe	3	____
___ Gamble	3	____
Entertainment	4	____
___ Act	2	____
___ Dance	2	____
___ <i>Musical inst.</i>	2	____
___ Sing	2	____
___ _____	2	____
Interaction	3	____
___ Bargain	3	____
___ Charm	3	____
___ Interview	3	____
___ Intimidate	3	____
___ Seduce	3	____
___ Taunt	2	____
Leadership	4	____
___ Command	4	____
___ Inspire	4	____
Telepathy	5	____
___ Contact	3	____
___ Datalink	4	____
___ Illusion	3	____
___ Mind blast	4	____
___ Mind shield	2	____
___ Suggest	3	____
___ Tire	3	____

Note: Skills printed in *italic* can't be used untrained.

Species _____ **Gender** _____ **Profession** Tech Op **Career** _____

Setting _____ **Allegiance** _____ **Last Resort Cost** _____

COMBAT MOVEMENT RATES

Sprint_____	Run_____	Walk_____
Easy Swim_____	Swim_____	Glide_____ Fly_____

[illegible]

ARMOR			
	(LI)	(HI)	(En)

GAME DATA

Age _____ Ht _____ Wt _____

Special Abilities _____

Perks _____ **Flaws** _____

Appearance _____

Social Status _____

Wealth _____

GEAR

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	/ /		LI/D	Personal	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /

ACHIEVEMENT TRACK

Skill Points Spent _____ **Stored** _____

☐ ☐

Hero's Level **1** **2** **3** **4** **5** **6** **7** **8** **9** **10** **11** **12** **13** **14** **15** **16** **17** **18** **19** **20** **21** **22** **23**

STR Skills	Cost	Score
Armor Operation	7	[][][]
___ Combat	3	[][][]
___ <i>Powered</i>	4	[][][]
Athletics	3	[][][]
___ Climb	2	[][][]
___ Jump	1	[][][]
___ Throw	2	[][][]
___ _____	1	[][][]
Heavy Weapons	6	[][][]
___ Direct fire	4	[][][]
___ Indirect fire	4	[][][]
Melee Weapons	6	[][][]
___ Blade	3	[][][]
___ Bludgeon	3	[][][]
___ Powered	4	[][][]
Unarmed Attack	5	[][][]
___ Brawl	3	[][][]
___ <i>Power martial arts</i>	5	[][][]

CON Skills	Cost	Score
Movement	3	[][][]
___ <i>Race</i>	2	[][][]
___ <i>Swim</i>	1	[][][]
___ Trailblazing	3	[][][]
Stamina	3	[][][]
___ Endurance	4	[][][]
___ <i>Resist pain</i>	4	[][][]
Survival	5	[][][]
___ Survival train.	3	[][][]

DEX Skills	Cost	Score
Acrobatics	7	[][][]
___ Daredevil	4	[][][]
___ <i>Defensive martial arts</i>	5	[][][]
___ Dodge	4	[][][]
___ Fall	3	[][][]
___ Flight	2	[][][]
___ <i>Zero-g training</i>	2	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Manipulation	6	[][][]
___ Lockpick	4	[][][]
___ Pickpocket	4	[][][]
___ Prestidigitation	3	[][][]
Ranged Wpns, Mod.	6	[][][]
___ Pistol	4	[][][]
___ Rifle	4	[][][]
___ SMG	4	[][][]
Ranged Wpns, Prim.	7	[][][]
___ Bow	4	[][][]
___ Crossbow	3	[][][]
___ Flintlock	3	[][][]
___ Sling	4	[][][]
Stealth	7	[][][]
___ Hide	4	[][][]
___ Shadow	4	[][][]
___ Sneak	5	[][][]
Vehicle Operation	3	[][][]
___ Air	4	[][][]
___ Land	2	[][][]
___ <i>Space</i>	4	[][][]
___ Water	2	[][][]

INT Skills	Cost	Score
Business	4	[][][]
___ Corporate	3	[][][]
___ Illicit business	3	[][][]
___ Small business	3	[][][]
Computer Science	6	[][][]
___ <i>Hacking</i>	4	[][][]
___ Hardware	3	[][][]
___ Programming	3	[][][]
Demolitions	5	[][][]
___ Disarm	3	[][][]
___ <i>Scratch-built</i>	3	[][][]
___ Set explosives	2	[][][]
Knowledge	3	[][][]
___ <i>Computer op.</i>	1	[][][]
___ Deduce	2	[][][]
___ <i>First aid</i>	2	[][][]
___ <i>Language</i>		
___ _____	1	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Law	5	[][][]
___ Court proc.	3	[][][]
___ Law enforc.	3	[][][]
___ _____	1	[][][]
Life Science	6	[][][]
___ Biology	2	[][][]
___ Botany	2	[][][]
___ Genetics	2	[][][]
___ <i>Xenology</i>	3	[][][]
___ Zoology	2	[][][]
Medical Science	6	[][][]
___ Forensics	2	[][][]
___ Medical know.	2	[][][]
___ Psychology	2	[][][]
___ <i>Surgery</i>	4	[][][]
___ <i>Treatment</i>	3	[][][]
___ <i>Xenomedicine</i>	2	[][][]
Navigation	5	[][][]
___ <i>Drivespace</i>	3	[][][]
___ System	2	[][][]
___ Surface	2	[][][]
Physical Science	6	[][][]
___ Astronomy	2	[][][]
___ Chemistry	2	[][][]
___ Physics	2	[][][]
___ Planetology	2	[][][]
Security	5	[][][]
___ Protection	3	[][][]
___ Sec. devices	2	[][][]
System Operation	4	[][][]
___ Communication	2	[][][]
___ Defenses	2	[][][]
___ Engineering	2	[][][]
___ Sensors	2	[][][]
___ Weapons	2	[][][]
Tactics	5	[][][]
___ Infantry	3	[][][]
___ Space	2	[][][]
___ Vehicle	2	[][][]
Technical Science	6	[][][]
___ Invention	3	[][][]
___ Juryrig	2	[][][]
___ Repair	2	[][][]
___ Technical know.	2	[][][]

WIL Skills	Cost	Score
Administration	4	[][][]
___ Bureaucracy	3	[][][]
___ Management	3	[][][]
Animal Handling	3	[][][]
___ Animal riding	1	[][][]
___ Animal training	1	[][][]
Awareness	3	[][][]
___ Intuition	3	[][][]
___ Perception	2	[][][]
Creativity	4	[][][]
___ _____	1	[][][]
___ _____	1	[][][]
Investigate	6	[][][]
___ Interrogate	4	[][][]
___ Search	3	[][][]
___ Track	4	[][][]
Resolve	5	[][][]
___ Mental	3	[][][]
___ Physical	3	[][][]
Street Smart	5	[][][]
___ Criminal elem.	3	[][][]
___ Street know.	3	[][][]
Teach	4	[][][]
___ _____	2	[][][]
___ _____	2	[][][]

PER Skills	Cost	Score
Culture	5	[][][]
___ Diplomacy	3	[][][]
___ <i>Etiquette</i>		
___ _____	2	[][][]
___ _____	2	[][][]
___ _____	2	[][][]
___ <i>First encounter</i>	3	[][][]
Deception	5	[][][]
___ Bluff	3	[][][]
___ Bribe	3	[][][]
___ Gamble	3	[][][]
Entertainment	4	[][][]
___ Act	2	[][][]
___ Dance	2	[][][]
___ <i>Musical inst.</i>	2	[][][]
___ Sing	2	[][][]
___ _____	2	[][][]
Interaction	3	[][][]
___ Bargain	2	[][][]
___ Charm	3	[][][]
___ Interview	3	[][][]
___ Intimidate	3	[][][]
___ Seduce	3	[][][]
___ Taunt	2	[][][]
Leadership	4	[][][]
___ Command	4	[][][]
___ <i>Inspire</i>	4	[][][]

Note: Skills printed in *italic* can't be used untrained.

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Setting _____ **Allegiance** _____ **Last Resort Cost** _____

COMBAT MOVEMENT RATES

Sprint_____	Run_____	Walk_____
Easy Swim_____	Swim_____	Glide_____ Fly_____

GAME DATA		
Age _____	Ht _____	Wt _____
Perks _____	Flaws _____	
_____	_____	
_____	_____	
Appearance _____		
Social Status _____		
Wealth _____		

GEAR

MUTATIONS & MUTANT DRAWBACKS	
Origin _____	Mutation Points _____
Uniqueness _____	Drawback Points _____

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	/ /		L/O	Personal	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /

ACHIEVEMENT TRACK						Skill Points Spent _____													Stored _____								
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<i>Hero's Level</i>					1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23

STR Skills	Cost	Score
Armor Operation	—	[]/[]/[]
— Combat	—	[]/[]/[]
— <i>Powered</i>	—	[]/[]/[]
Athletics	—	[]/[]/[]
— Climb	—	[]/[]/[]
— Jump	—	[]/[]/[]
— Throw	—	[]/[]/[]
—	—	[]/[]/[]
Heavy Weapons	—	[]/[]/[]
— Direct fire	—	[]/[]/[]
— Indirect fire	—	[]/[]/[]
Melee Weapons	—	[]/[]/[]
— Blade	—	[]/[]/[]
— Bludgeon	—	[]/[]/[]
— Powered	—	[]/[]/[]
Unarmed Attack	—	[]/[]/[]
— Brawl	—	[]/[]/[]
— <i>Power</i>	—	[]/[]/[]
— <i>martial arts</i>	—	[]/[]/[]

CON Skills	Cost	Score
Movement	—	[]/[]/[]
— <i>Race</i>	—	[]/[]/[]
— <i>Swim</i>	—	[]/[]/[]
— Trailblazing	—	[]/[]/[]
Stamina	—	[]/[]/[]
— Endurance	—	[]/[]/[]
— <i>Resist pain</i>	—	[]/[]/[]
Survival	—	[]/[]/[]
— Survival train.	—	[]/[]/[]

DEX Skills	Cost	Score
Acrobatics	—	[]/[]/[]
— Daredevil	—	[]/[]/[]
— <i>Defensive</i>	—	[]/[]/[]
— <i>martial arts</i>	—	[]/[]/[]
— Dodge	—	[]/[]/[]
— Fall	—	[]/[]/[]
— Flight	—	[]/[]/[]
— <i>Zero-g training</i>	—	[]/[]/[]
—	—	[]/[]/[]
—	—	[]/[]/[]
Manipulation	—	[]/[]/[]
— Lockpick	—	[]/[]/[]
— Pickpocket	—	[]/[]/[]
— Prestidigitation	—	[]/[]/[]
Ranged Wpns. Mod.	—	[]/[]/[]
— Pistol	—	[]/[]/[]
— Rifle	—	[]/[]/[]
— SMG	—	[]/[]/[]
Ranged Wpns. Prim.	—	[]/[]/[]
— Bow	—	[]/[]/[]
— Crossbow	—	[]/[]/[]
— Flintlock	—	[]/[]/[]
— Sling	—	[]/[]/[]
Stealth	—	[]/[]/[]
— Hide	—	[]/[]/[]
— Shadow	—	[]/[]/[]
— Sneak	—	[]/[]/[]
Vehicle Operation	—	[]/[]/[]
— Air	—	[]/[]/[]
— Land	—	[]/[]/[]
— <i>Space</i>	—	[]/[]/[]
— Water	—	[]/[]/[]

INT Skills	Cost	Score
Business	—	[]/[]/[]
— Corporate	—	[]/[]/[]
— Illicit business	—	[]/[]/[]
— Small business	—	[]/[]/[]
Computer Science	—	[]/[]/[]
— <i>Hacking</i>	—	[]/[]/[]
— Hardware	—	[]/[]/[]
— Programming	—	[]/[]/[]
Demolitions	—	[]/[]/[]
— Disarm	—	[]/[]/[]
— <i>Scratch-built</i>	—	[]/[]/[]
— Set explosives	—	[]/[]/[]
Knowledge	—	[]/[]/[]
— <i>Computer op.</i>	—	[]/[]/[]
— Deduce	—	[]/[]/[]
— <i>First aid</i>	—	[]/[]/[]
— <i>Language</i>	—	[]/[]/[]
—	—	[]/[]/[]
—	—	[]/[]/[]
—	—	[]/[]/[]
Law	—	[]/[]/[]
— Court proc.	—	[]/[]/[]
— Law enforc.	—	[]/[]/[]
—	—	[]/[]/[]
Life Science	—	[]/[]/[]
— Biology	—	[]/[]/[]
— Botany	—	[]/[]/[]
— Genetics	—	[]/[]/[]
— <i>Xenology</i>	—	[]/[]/[]
— Zoology	—	[]/[]/[]
Medical Science	—	[]/[]/[]
— Forensics	—	[]/[]/[]
— Medical know.	—	[]/[]/[]
— Psychology	—	[]/[]/[]
— <i>Surgery</i>	—	[]/[]/[]
— <i>Treatment</i>	—	[]/[]/[]
— <i>Xenomedicine</i>	—	[]/[]/[]
Navigation	—	[]/[]/[]
— <i>Drivespace</i>	—	[]/[]/[]
— System	—	[]/[]/[]
— Surface	—	[]/[]/[]
Physical Science	—	[]/[]/[]
— Astronomy	—	[]/[]/[]
— Chemistry	—	[]/[]/[]
— Physics	—	[]/[]/[]
— Planetology	—	[]/[]/[]
Security	—	[]/[]/[]
— Protection	—	[]/[]/[]
— Sec. devices	—	[]/[]/[]
System Operation	—	[]/[]/[]
— Communication	—	[]/[]/[]
— Defenses	—	[]/[]/[]
— Engineering	—	[]/[]/[]
— Sensors	—	[]/[]/[]
— Weapons	—	[]/[]/[]
Tactics	—	[]/[]/[]
— Infantry	—	[]/[]/[]
— Space	—	[]/[]/[]
— Vehicle	—	[]/[]/[]
Technical Science	—	[]/[]/[]
— Invention	—	[]/[]/[]
— Juryrig	—	[]/[]/[]
— Repair	—	[]/[]/[]
— Technical know.	—	[]/[]/[]

WIL Skills	Cost	Score
Administration	—	[]/[]/[]
— Bureaucracy	—	[]/[]/[]
— Management	—	[]/[]/[]
Animal Handling	—	[]/[]/[]
— Animal riding	—	[]/[]/[]
— Animal training	—	[]/[]/[]
Awareness	—	[]/[]/[]
— Intuition	—	[]/[]/[]
— Perception	—	[]/[]/[]
Creativity	—	[]/[]/[]
—	—	[]/[]/[]
—	—	[]/[]/[]
Investigate	—	[]/[]/[]
— Interrogate	—	[]/[]/[]
— Search	—	[]/[]/[]
— Track	—	[]/[]/[]
Resolve	—	[]/[]/[]
— Mental	—	[]/[]/[]
— Physical	—	[]/[]/[]
Street Smart	—	[]/[]/[]
— Criminal elem.	—	[]/[]/[]
— Street know.	—	[]/[]/[]
Teach	—	[]/[]/[]
—	—	[]/[]/[]
—	—	[]/[]/[]

PER Skills	Cost	Score
Culture	—	[]/[]/[]
— Diplomacy	—	[]/[]/[]
— <i>Etiquette</i>	—	[]/[]/[]
—	—	[]/[]/[]
—	—	[]/[]/[]
— <i>First encounter</i>	—	[]/[]/[]
Deception	—	[]/[]/[]
— Bluff	—	[]/[]/[]
— Bribe	—	[]/[]/[]
— Gamble	—	[]/[]/[]
Entertainment	—	[]/[]/[]
— Act	—	[]/[]/[]
— Dance	—	[]/[]/[]
— <i>Musical inst.</i>	—	[]/[]/[]
— Sing	—	[]/[]/[]
—	—	[]/[]/[]
Interaction	—	[]/[]/[]
— Bargain	—	[]/[]/[]
— Charm	—	[]/[]/[]
— Interview	—	[]/[]/[]
— Intimidate	—	[]/[]/[]
— Seduce	—	[]/[]/[]
— Taunt	—	[]/[]/[]
Leadership	—	[]/[]/[]
— Command	—	[]/[]/[]
— <i>Inspire</i>	—	[]/[]/[]

Note: Skills printed in *italic* can't be used untrained.

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Hero _____ **Player** _____ **Gamemaster** _____

Species _____ **Gender** _____ **Profession** _____ **Career** _____

Attributes _____ **Last Resorts** _____ ☐ ☐ ☐ ☐ ☐

Setting	Allegiance	Last Resort Cost

COMBAT MOVEMENT RATES

Sprint_____ Run_____ Walk_____

Easy Swim_____ Swim_____ Glide_____ Fly_____

[illegible]

GAME DATA

Age _____ Ht _____ Wt _____

Perks _____ Flaws _____

Appearance _____

Social Status _____

Wealth _____

GEAR

CYBER GEAR	
Cyber tolerance	□□□□□□□□□/□□□□□/□□□□
Cykosis	○ □□□□□□□□□□

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	/ /		LI/O	Personal	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /
	/ /			/ /	/ /

ACHIEVEMENT TRACK

Skill Points Spent _____ **Stored** _____

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Hero's Level **1** **2** **3** **4** **5** **6** **7** **8** **9** **10** **11** **12** **13** **14** **15** **16** **17** **18** **19** **20** **21** **22** **23**

STR Skills	Cost	Score
Armor Operation	—	[]/[]/[]
— Combat	—	[]/[]/[]
— <i>Powered</i>	—	[]/[]/[]
Athletics	—	[]/[]/[]
— Climb	—	[]/[]/[]
— Jump	—	[]/[]/[]
— Throw	—	[]/[]/[]
—	—	[]/[]/[]
Heavy Weapons	—	[]/[]/[]
— Direct fire	—	[]/[]/[]
— Indirect fire	—	[]/[]/[]
Melee Weapons	—	[]/[]/[]
— Blade	—	[]/[]/[]
— Bludgeon	—	[]/[]/[]
— Powered	—	[]/[]/[]
Unarmed Attack	—	[]/[]/[]
— Brawl	—	[]/[]/[]
— <i>Power</i>	—	[]/[]/[]
— <i>martial arts</i>	—	[]/[]/[]

CON Skills	Cost	Score
Movement	—	[]/[]/[]
— <i>Race</i>	—	[]/[]/[]
— <i>Swim</i>	—	[]/[]/[]
— Trailblazing	—	[]/[]/[]
Stamina	—	[]/[]/[]
— Endurance	—	[]/[]/[]
— <i>Resist pain</i>	—	[]/[]/[]
Survival	—	[]/[]/[]
— Survival train.	—	[]/[]/[]

DEX Skills	Cost	Score
Acrobatics	—	[]/[]/[]
— Daredevil	—	[]/[]/[]
— <i>Defensive</i>	—	[]/[]/[]
— <i>martial arts</i>	—	[]/[]/[]
— Dodge	—	[]/[]/[]
— Fall	—	[]/[]/[]
— Flight	—	[]/[]/[]
— <i>Zero-g training</i>	—	[]/[]/[]
—	—	[]/[]/[]
—	—	[]/[]/[]
Manipulation	—	[]/[]/[]
— Lockpick	—	[]/[]/[]
— Pickpocket	—	[]/[]/[]
— Prestidigitation	—	[]/[]/[]
Ranged Wpns. Mod.	—	[]/[]/[]
— Pistol	—	[]/[]/[]
— Rifle	—	[]/[]/[]
— SMG	—	[]/[]/[]
Ranged Wpns. Prim.	—	[]/[]/[]
— Bow	—	[]/[]/[]
— Crossbow	—	[]/[]/[]
— Flintlock	—	[]/[]/[]
— Sling	—	[]/[]/[]
Stealth	—	[]/[]/[]
— Hide	—	[]/[]/[]
— Shadow	—	[]/[]/[]
— Sneak	—	[]/[]/[]
Vehicle Operation	—	[]/[]/[]
— Air	—	[]/[]/[]
— Land	—	[]/[]/[]
— <i>Space</i>	—	[]/[]/[]
— Water	—	[]/[]/[]

INT Skills	Cost	Score
Business	—	[]/[]/[]
— Corporate	—	[]/[]/[]
— Illicit business	—	[]/[]/[]
— Small business	—	[]/[]/[]
Computer Science	—	[]/[]/[]
— <i>Hacking</i>	—	[]/[]/[]
— Hardware	—	[]/[]/[]
— Programming	—	[]/[]/[]
Demolitions	—	[]/[]/[]
— Disarm	—	[]/[]/[]
— <i>Scratch-built</i>	—	[]/[]/[]
— Set explosives	—	[]/[]/[]
Knowledge	—	[]/[]/[]
— <i>Computer op.</i>	—	[]/[]/[]
— Deduce	—	[]/[]/[]
— <i>First aid</i>	—	[]/[]/[]
— <i>Language</i>	—	[]/[]/[]
—	—	[]/[]/[]
—	—	[]/[]/[]
—	—	[]/[]/[]
Law	—	[]/[]/[]
— Court proc.	—	[]/[]/[]
— Law enforc.	—	[]/[]/[]
—	—	[]/[]/[]
Life Science	—	[]/[]/[]
— Biology	—	[]/[]/[]
— Botany	—	[]/[]/[]
— Genetics	—	[]/[]/[]
— <i>Xenology</i>	—	[]/[]/[]
— Zoology	—	[]/[]/[]
Medical Science	—	[]/[]/[]
— Forensics	—	[]/[]/[]
— Medical know.	—	[]/[]/[]
— Psychology	—	[]/[]/[]
— <i>Surgery</i>	—	[]/[]/[]
— <i>Treatment</i>	—	[]/[]/[]
— <i>Xenomedicine</i>	—	[]/[]/[]
Navigation	—	[]/[]/[]
— <i>Drivespace</i>	—	[]/[]/[]
— System	—	[]/[]/[]
— Surface	—	[]/[]/[]
Physical Science	—	[]/[]/[]
— Astronomy	—	[]/[]/[]
— Chemistry	—	[]/[]/[]
— Physics	—	[]/[]/[]
— Planetology	—	[]/[]/[]
Security	—	[]/[]/[]
— Protection	—	[]/[]/[]
— Sec. devices	—	[]/[]/[]
System Operation	—	[]/[]/[]
— Communication	—	[]/[]/[]
— Defenses	—	[]/[]/[]
— Engineering	—	[]/[]/[]
— Sensors	—	[]/[]/[]
— Weapons	—	[]/[]/[]
Tactics	—	[]/[]/[]
— Infantry	—	[]/[]/[]
— Space	—	[]/[]/[]
— Vehicle	—	[]/[]/[]
Technical Science	—	[]/[]/[]
— Invention	—	[]/[]/[]
— Juryrig	—	[]/[]/[]
— Repair	—	[]/[]/[]
— Technical know.	—	[]/[]/[]

WIL Skills	Cost	Score
Administration	—	[]/[]/[]
— Bureaucracy	—	[]/[]/[]
— Management	—	[]/[]/[]
Animal Handling	—	[]/[]/[]
— Animal riding	—	[]/[]/[]
— Animal training	—	[]/[]/[]
Awareness	—	[]/[]/[]
— Intuition	—	[]/[]/[]
— Perception	—	[]/[]/[]
Creativity	—	[]/[]/[]
—	—	[]/[]/[]
—	—	[]/[]/[]
Investigate	—	[]/[]/[]
— Interrogate	—	[]/[]/[]
— Search	—	[]/[]/[]
— Track	—	[]/[]/[]
Resolve	—	[]/[]/[]
— Mental	—	[]/[]/[]
— Physical	—	[]/[]/[]
Street Smart	—	[]/[]/[]
— Criminal elem.	—	[]/[]/[]
— Street know.	—	[]/[]/[]
Teach	—	[]/[]/[]
—	—	[]/[]/[]
—	—	[]/[]/[]

PER Skills	Cost	Score
Culture	—	[]/[]/[]
— Diplomacy	—	[]/[]/[]
— <i>Etiquette</i>	—	[]/[]/[]
—	—	[]/[]/[]
—	—	[]/[]/[]
— <i>First encounter</i>	—	[]/[]/[]
Deception	—	[]/[]/[]
— Bluff	—	[]/[]/[]
— Bribe	—	[]/[]/[]
— Gamble	—	[]/[]/[]
Entertainment	—	[]/[]/[]
— Act	—	[]/[]/[]
— Dance	—	[]/[]/[]
— <i>Musical inst.</i>	—	[]/[]/[]
— Sing	—	[]/[]/[]
—	—	[]/[]/[]
Interaction	—	[]/[]/[]
— Bargain	—	[]/[]/[]
— Charm	—	[]/[]/[]
— Interview	—	[]/[]/[]
— Intimidate	—	[]/[]/[]
— Seduce	—	[]/[]/[]
— Taunt	—	[]/[]/[]
Leadership	—	[]/[]/[]
— Command	—	[]/[]/[]
— <i>Inspire</i>	—	[]/[]/[]

Note: Skills printed in *italic* can't be used untrained.

► ALTERNITY Supplemental Hero Sheet ◀

WEAPON DATA

Weapon	Skill	Acc	Actions	Clip Size/Ammo Used	Hide	Mass
				/		
				/		
				/		
				/		
				/		

EQUIPMENT

SKILLS

Abil	Skill	Rank	Score	Abil	Skill	Rank	Score
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]
			[][]/[][]				[][]/[][]

NOTES

▶ ALTERNITY Extras Form ◀

Character Type _____ Species _____ Profession _____

ABILITY	Score	Untrained	Res. Mod.
Strength	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____
Dexterity	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____
Constitution	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____
Intelligence	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____
Will	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____
Personality	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____

Name _____

S

W

M

Gear/Notes _____

ACTION CHECK SCORE

Marginal	Ordinary	Good	Amazing
<input style="width: 40px; height: 20px;" type="text"/> +	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>

DIE ACTIONS PER ROUND

Name _____

S

W

M

Gear/Notes _____

COMBAT MOVEMENT RATES

Sprint _____ Run _____ Walk _____

Easy Swim _____ Swim _____ Glide _____ Fly _____

ARMOR

(LI)	(HI)	(En)

SKILLS

Abil	Skill	Rank	Score
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]

Name _____

S

W

M

Gear/Notes _____

Name _____

S

W

M

Gear/Notes _____

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	____/____/____	_____	LI/O	Personal	____/____/____
_____	____/____/____	_____	_____	____/____/____	____/____/____
_____	____/____/____	_____	_____	____/____/____	____/____/____
_____	____/____/____	_____	_____	____/____/____	____/____/____
_____	____/____/____	_____	_____	____/____/____	____/____/____

▶ ALTERNITY Extras Form ◀

Character Type _____ Species _____ Profession _____

ABILITY	Score	Untrained	Res. Mod.
Strength	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____
Dexterity	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____
Constitution	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____
Intelligence	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____
Will	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____
Personality	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	_____

Name _____

S ☐

W ☐

M ☐

Gear/Notes _____

ACTION CHECK SCORE

Marginal	Ordinary	Good	Amazing
<input style="width: 40px; height: 20px;" type="text"/> +	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>	<input style="width: 40px; height: 20px;" type="text"/>

DIE ACTIONS PER ROUND

Name _____

S ☐

W ☐

M ☐

Gear/Notes _____

COMBAT MOVEMENT RATES

Sprint _____ Run _____ Walk _____

Easy Swim _____ Swim _____ Glide _____ Fly _____

ARMOR

(LI)	(HI)	(En)

SKILLS

Abil	Skill	Rank	Score
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]
_____	_____	_____	[]/[]/[]

Name _____

S ☐

W ☐

M ☐

Gear/Notes _____

Name _____

S ☐

W ☐

M ☐

Gear/Notes _____

ATTACK FORMS	Score	Base Die	Type	Range (S/M/L)	Damage
Unarmed	____/____/____	_____	LI/O	Personal	____/____/____
_____	____/____/____	_____	_____	____/____/____	____/____/____
_____	____/____/____	_____	_____	____/____/____	____/____/____
_____	____/____/____	_____	_____	____/____/____	____/____/____

Gamemaster's Record Form

[illegible]

▶ ALTERNITY Ship Log Form ◀

Name _____ Type _____

Manufacturer _____ Home System _____

Registry (Nation) _____

Identity Papers/Visas _____

Security Systems _____

Technological Systems/Robots/Software _____

Special Notes _____

SHIP'S CREW

Name & Rank	Skills & Skill Scores	
Captain _____	Leadership- <i>command</i>	[]/[]/[]
_____	Tactics- <i>space</i>	[]/[]/[]
Pilot _____	Vehicle- <i>space</i>	[]/[]/[]
Copilot _____	Vehicle- <i>space</i>	[]/[]/[]
Navigator _____	Navigation- <i>system</i>	[]/[]/[]
_____	Navigation- <i>drivespace</i>	[]/[]/[]
Engineer _____	System- <i>engineering</i>	[]/[]/[]
Damage Control _____	Technical- <i>juryrig</i>	[]/[]/[]
_____	Technical- <i>repair</i>	[]/[]/[]
Weapons _____	System- <i>weapons</i>	[]/[]/[]
Defenses _____	System- <i>defenses</i>	[]/[]/[]
Sensors _____	System- <i>sensors</i>	[]/[]/[]
Comm _____	System- <i>comm</i>	[]/[]/[]
Doctor _____	Medical- <i>treatment</i>	[]/[]/[]
_____	Medical- <i>surgery</i>	[]/[]/[]
Other _____	_____	[]/[]/[]
_____	_____	[]/[]/[]

SHIP STORES

Fuel _____

Weeks _____

Food, Air, Water _____

Weeks _____

Recycling _____

Missiles _____

Probes _____

E-suits _____

Weapons Locker _____

CARGO & PASSENGER MANIFEST

Capacity (Dur) _____ Loading Systems _____

Type	Purchase Price	Sell Price	Legal Status	Destination	Dur
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Notes _____

Ship Design Record Form

Ship name: _____

Hull type: _____

Captain's name: _____

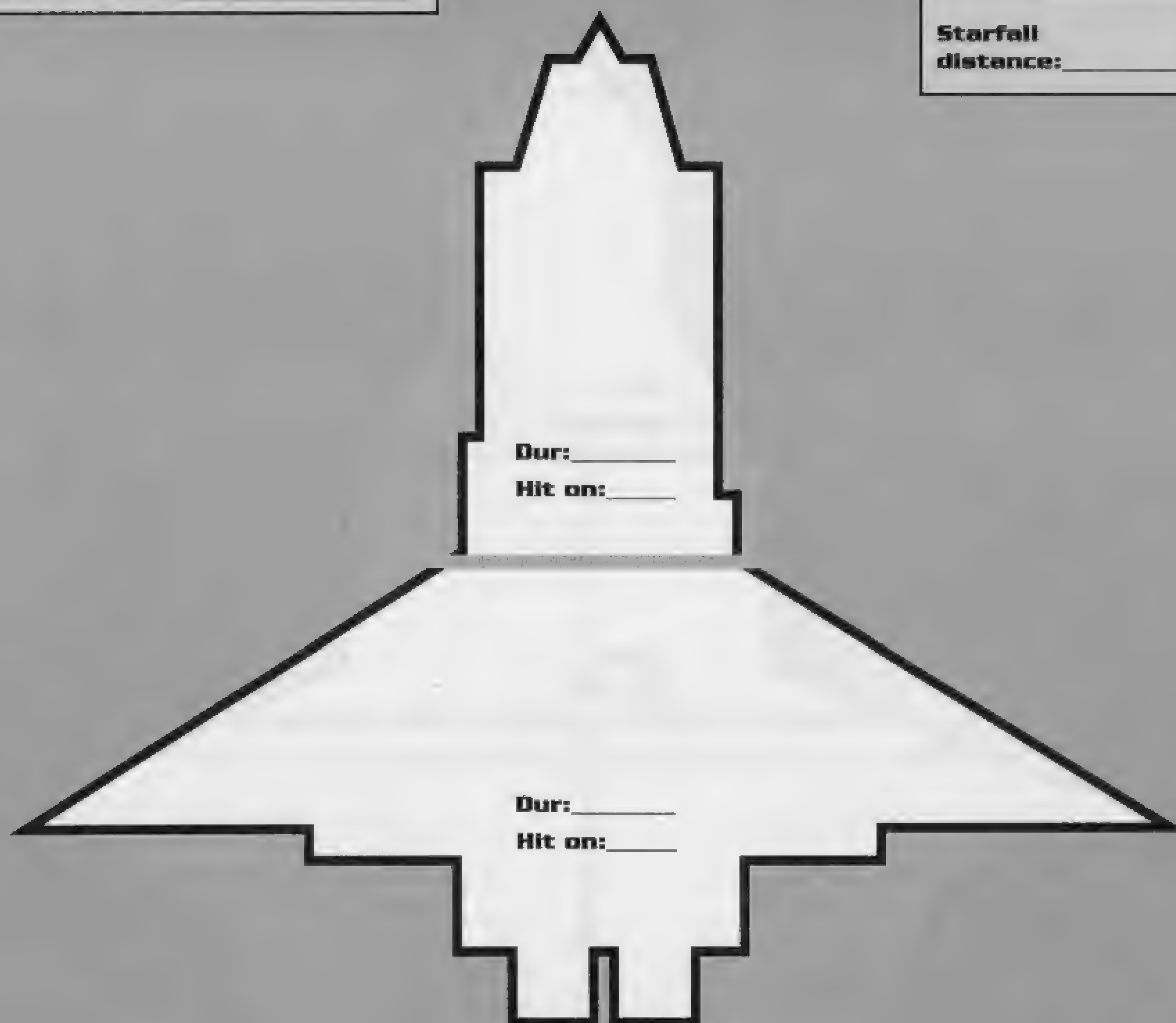
Hull size: _____

Maneuver
rating: _____

Acc: _____

Cruising
speed: _____

Starfall
distance: _____



Weapons:

Acc	Range	Type	Damage	Actions
_____	____/____/____	_____	____/____/____	_____
_____	____/____/____	_____	____/____/____	_____
_____	____/____/____	_____	____/____/____	_____

Armor: _____ LI _____ HI _____ En _____

Defenses: _____

Engines: _____

Power plant: _____

Sensors: _____

Communications: _____

Computer(s): _____

Other equipment: _____

Ship Design Record Form

Ship name: _____

Hull type: _____

Captain's name: _____

Hull size: _____

Maneuver
rating: _____

Acc: _____

Cruising
speed: _____

Starfall
distance: _____

Dur: _____
Hit on: _____

Dur: _____
Hit on: _____

Dur: _____
Hit on: _____

Dur: _____
Hit on: _____

Weapons:

Acc Range / / Type Damage / / Actions

Acc Range / / Type Damage / / Actions

Acc Range / / Type Damage / / Actions

A armor: LI HI En

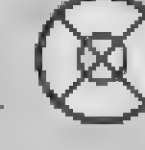
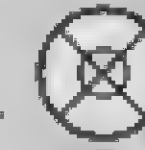
Defenses: _____

Engines: _____ Power plant: _____

Sensors: _____ Communications: _____

Computer(s): _____

Other equipment: _____



Ship Design Record Form

Ship name: _____

Hull type: _____

Captain's name: _____

Hull size: _____

Maneuver
rating: _____

Acc: _____

Cruising
speed: _____

Starfall
distance: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Weapons:

Acc Range / / Type Damage / / Actions

Acc Range / / Type Damage / / Actions

Acc Range / / Type Damage / / Actions

A armor: _____ LI HI En

Defenses:

Engines:

Power plant:

Sensors:

Communications:

Computer(s):

Other equipment:

Ship Design Record Form

Ship name: _____

Hull type: _____

Captain's name: _____

Hull size: _____

Maneuver
rating: _____

Acc: _____

Cruising
speed: _____

Starfall
distance: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Weapons:

Acc Range / / Type Damage / / Actions

Acc Range / / Type Damage / / Actions

Acc Range / / Type Damage / / Actions

A armor: _____ LI _____ HI _____ En _____ Defenses: _____

Engines: _____ Power plant: _____

Sensors: _____ Communications: _____

Computer(s): _____

Other equipment: _____



Ship Design Record Form

Ship name: _____

Hull type: _____

Captain's name: _____

Hull size: _____

Maneuver
rating: _____

Acc: _____

Cruising
speed: _____

Starfall
distance: _____

Dur: _____
Hit on: _____

Dur: _____
Hit on: _____

Dur: _____
Hit on: _____

Dur: _____
Hit on: _____

Dur: _____
Hit on: _____

Dur: _____
Hit on: _____

Dur: _____
Hit on: _____

Dur: _____
Hit on: _____

Dur: _____
Hit on: _____

Dur: _____
Hit on: _____

Weapons:

Acc Range / / Type Damage / / Actions

Acc Range / / Type Damage / / Actions

Acc Range / / Type Damage / / Actions

Armor: _____ LI HI En _____ Defenses: _____

Engines: _____ Power plant: _____

Sensors: _____ Communications: _____

Computer(s): _____

Other equipment: _____

Ship Design Record Form

Ship name: _____

Hull type: _____

Captain's name: _____

Hull size: _____

Maneuver
rating: _____

Acc: _____

Cruising
speed: _____

Starfall
distance: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Dur: _____

Hit on: _____

Weapons:

Acc Range / / Type Damage / / Actions

Acc Range / / Type Damage / / Actions

Acc Range / / Type Damage / / Actions

A armor: LI HI En Defenses: _____

Engines: _____ Power plant: _____

Sensors: _____ Communications: _____

Computer(s): _____

Other equipment: _____



Campaign Kit

by David Eckelberry

An essential reference for both players and Gamemasters of the **ALTERNITY**® game, the *Campaign Kit* features a four-panel screen that contains the most important tables and game information. It also includes a 32-page booklet of record-keeping aids:

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- ▶ **Supporting Cast Forms** allow the Gamemaster to quickly and efficiently keep track of the friends and foes of the heroes.
- ▶ **Ship Diagrams** allow players and Gamemasters to keep track of the systems, cargo, and durability of space vessels.
- ▶ **The Ship Log** details the many ports of call that heroes are bound to visit as they explore the galaxy.
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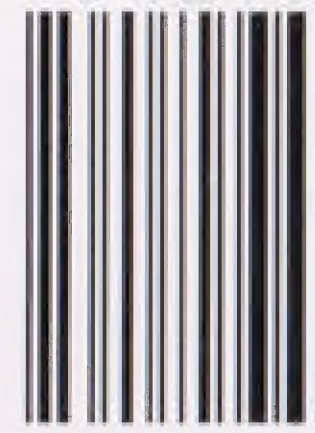
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